

FIG. 1

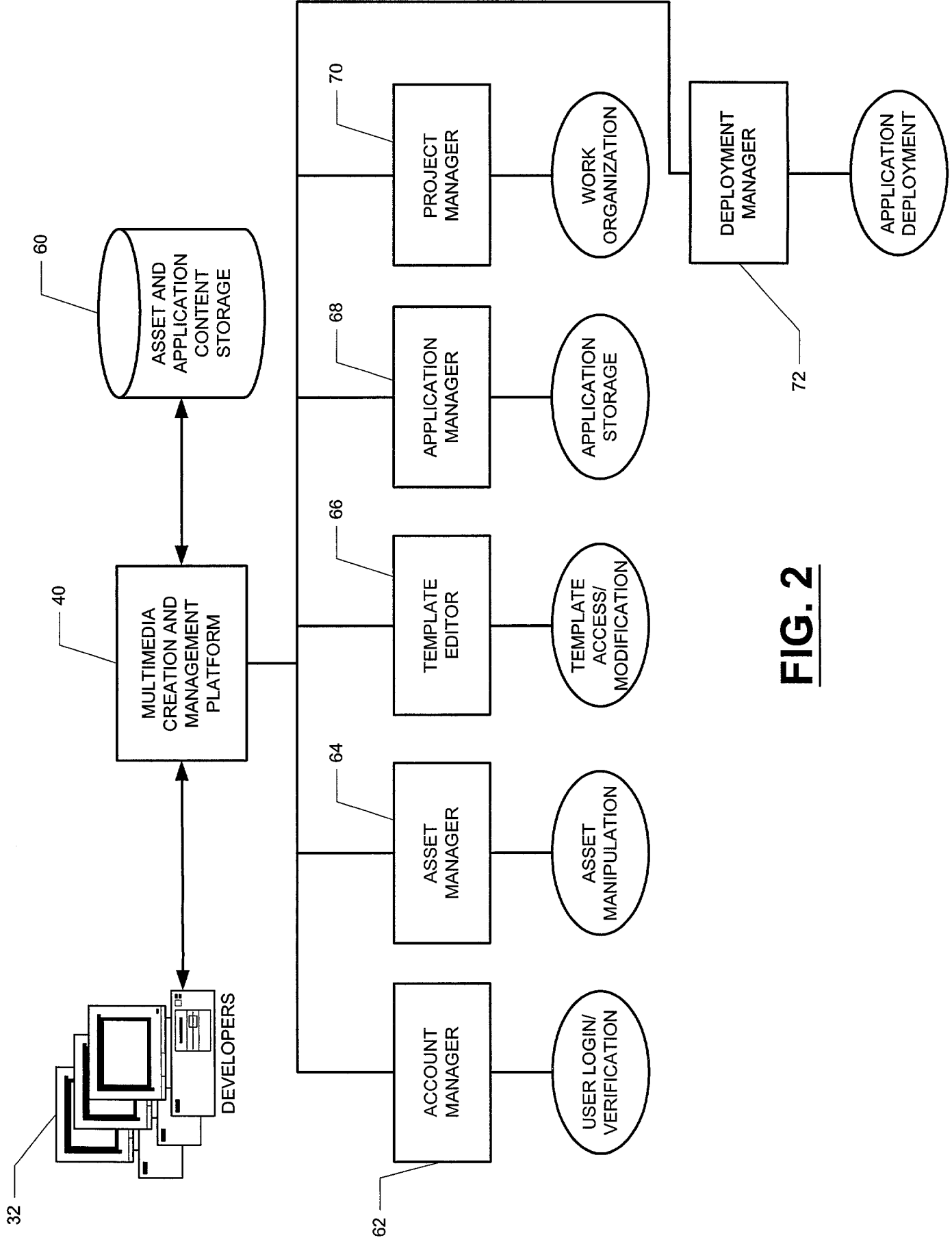


FIG. 2

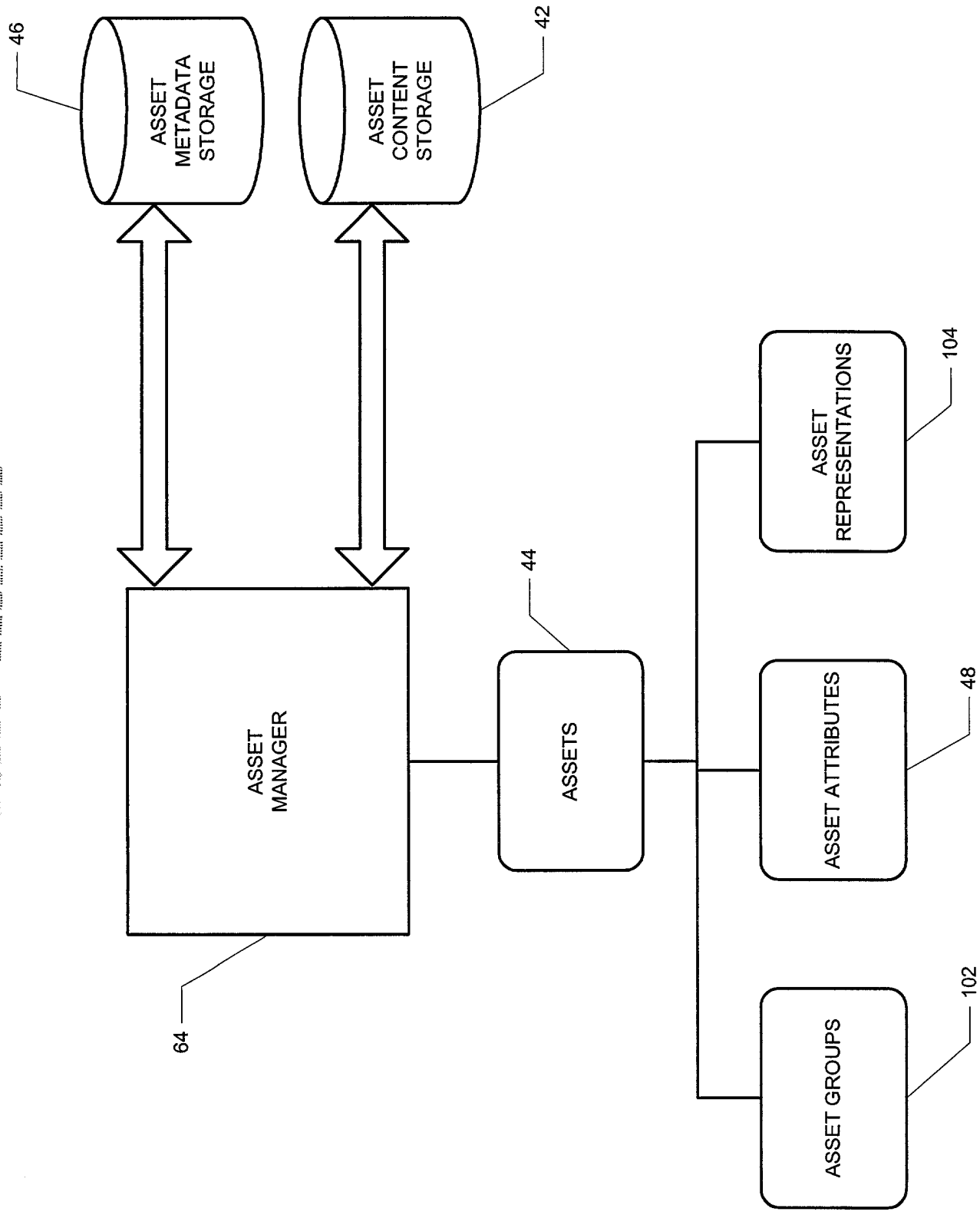


FIG. 3

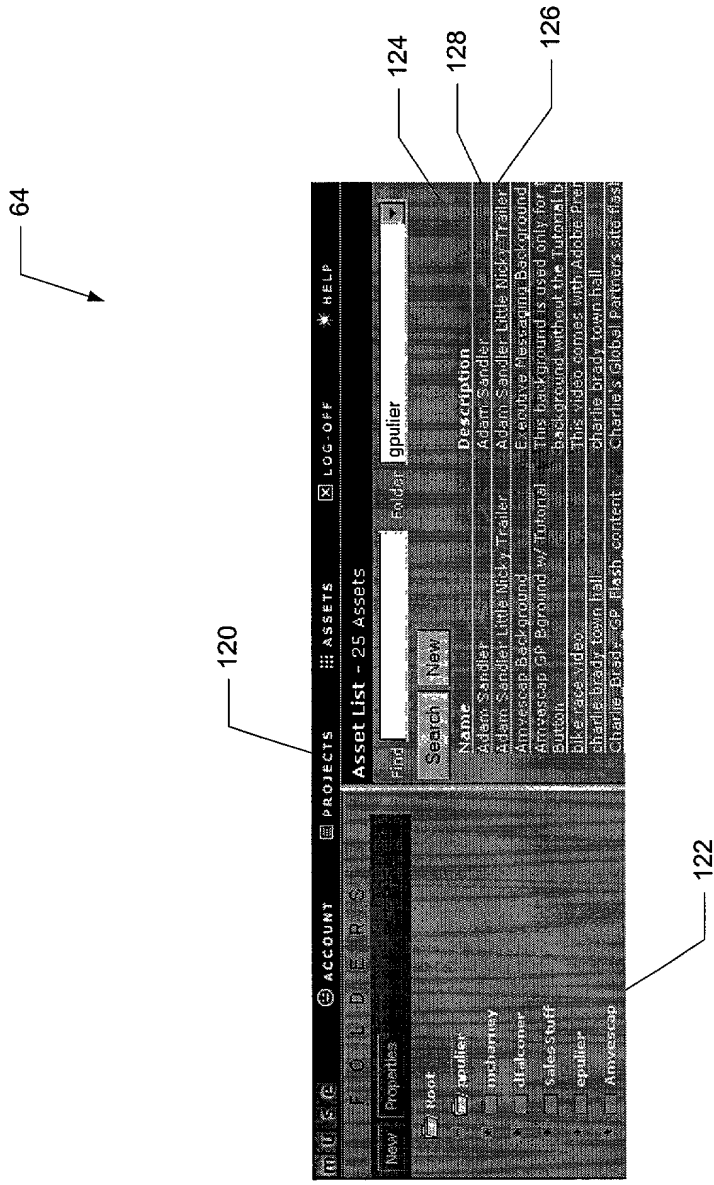


FIG. 4A

140

Asset Editor

ID: 1093

Asset Information	
Current Status	Approved
New Status	<div>Approved</div> Notes
Folder	<div>gpulier</div>
Asset Name	Adam Sandler
URL	<div>Unmanaged asset only</div>
Asset Type	<div>Image</div>
Active Date	11/10/2000
Expiration Date	12/31/2100
Description	Adam Sandler
Keywords	

Existing Representations	
Type Language	File Type
URL (n/a)	jpeg image
	Preview
	Remove

FIG. 4B

64

160

Entity Editor

Entity Information			
Entity Location	/		
Entity Name	jdoe		

Current Users			
Name	Rights		Remove?
Law, Brett	<input checked="" type="checkbox"/> Read <input checked="" type="checkbox"/> Write	<input checked="" type="checkbox"/> Delete <input type="checkbox"/> Administrator	<input type="checkbox"/>
Puller, Greg	<input checked="" type="checkbox"/> Read <input checked="" type="checkbox"/> Write	<input checked="" type="checkbox"/> Delete <input type="checkbox"/> Administrator	<input type="checkbox"/>
Hannon, Vaughn	<input checked="" type="checkbox"/> Read <input checked="" type="checkbox"/> Write	<input checked="" type="checkbox"/> Delete <input type="checkbox"/> Administrator	<input type="checkbox"/>

New Users			
User ID	Rights		
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete	<input type="checkbox"/> Administrator	
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete	<input type="checkbox"/> Administrator	
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete	<input type="checkbox"/> Administrator	
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete	<input type="checkbox"/> Administrator	
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete	<input type="checkbox"/> Administrator	

Save New Delete

FIG. 4C

64

Form 2000

Type Information	
Type Name	Music Video
Description	Music Video
Type	Video

New Fields

(Click Select to add field)

Select Remove

Save New Delete

170

FIG. 4D

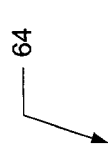
64

180

User Defined Field Editor

Field Name	Description	Type	Max Size	Save	New	Delete
Album	Album Details	Text	100			

FIG. 4E



Existing Representations

Type Language	Bandwidth	File Type	Preview	Remove
URL (n/a)	(n/a)	Jpeg-Image		<input type="checkbox"/>

New Representations

Type	Language	File	Browse
Image	(n/a)		Browse
Video	(n/a)		Browse
Animation	(n/a)		Browse
Small Thumbnail	(n/a)		Browse
Large Thumbnail	(n/a)		Browse

Asset History

User	Event	Notes
Pulley, Greg	Created	
Pulley, Greg	Approved	

Buttons: Save, New, Delete

Dropdown Menu (for Image): Image, Video, Animation, Small Thumbnail, Large Thumbnail, Original Asset, Transcript, Audio Clip, Document, Other, URL

Timestamp: 3/16/2001 11:15:07

FIG. 4F

Format	File Size	Description
BMP	Large	Also known as a <i>bitmap</i> , this is a generic graphics format used by Paintbrush and many other programs.
CGM	Small	Clip art pictures often come in Computer Graphics Metafile format.
GIF	Small	Picture file format commonly used on the Internet.
JPG	Small	Digital photographs are usually saved as JPEG files. Because of its small size JPEG files are also commonly used on the Internet.
WMF	Small	Another file format used for clip art pictures
TIF	Large	A file format used by scanners, fax programs, and some drawing programs.

FIG. 4G

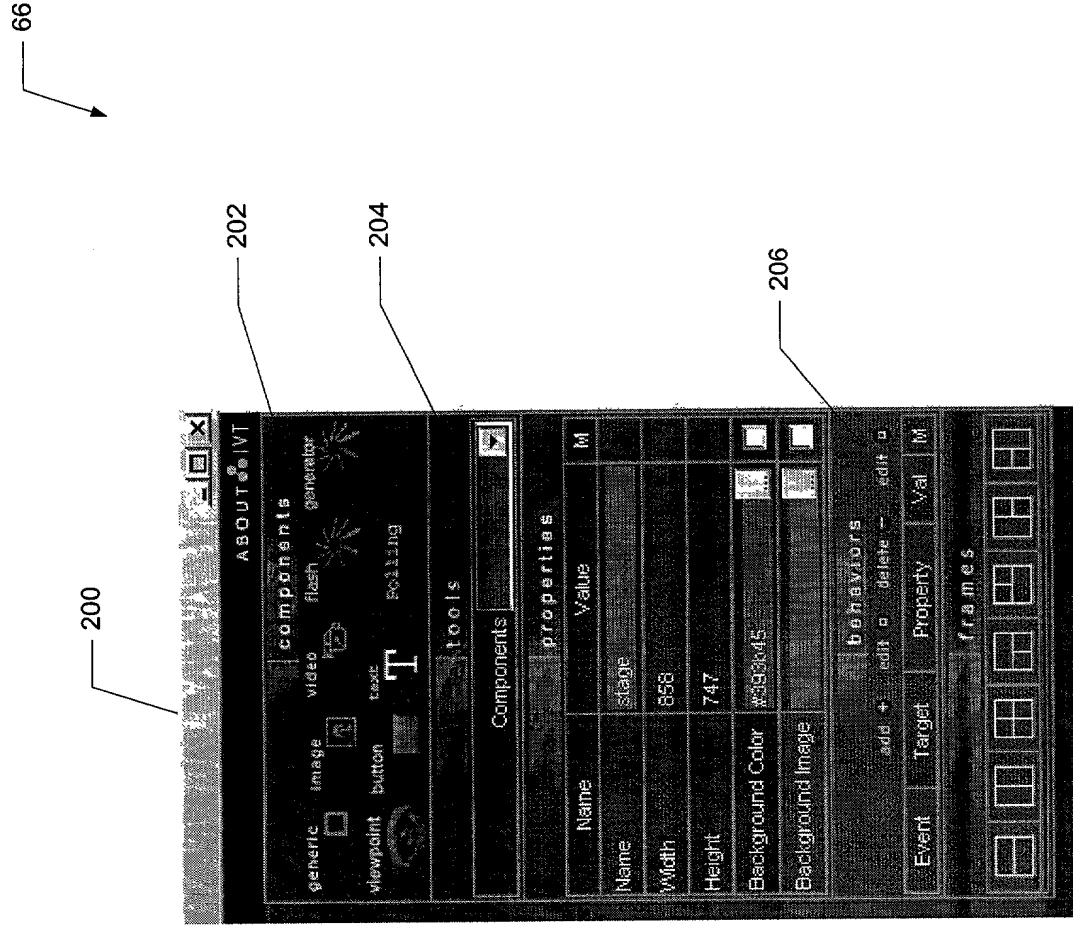


FIG. 5A

706080-22692600

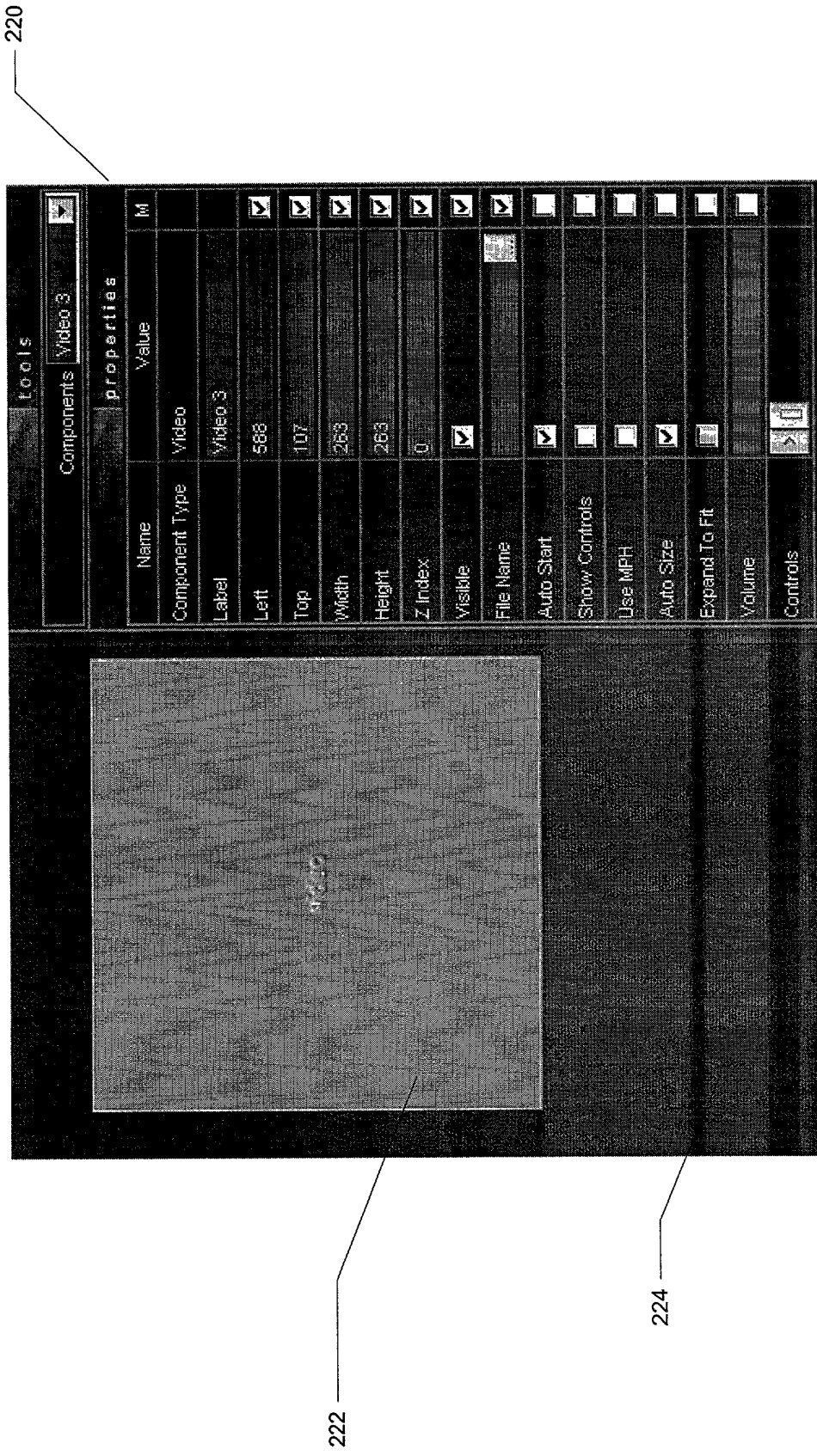


FIG. 5B

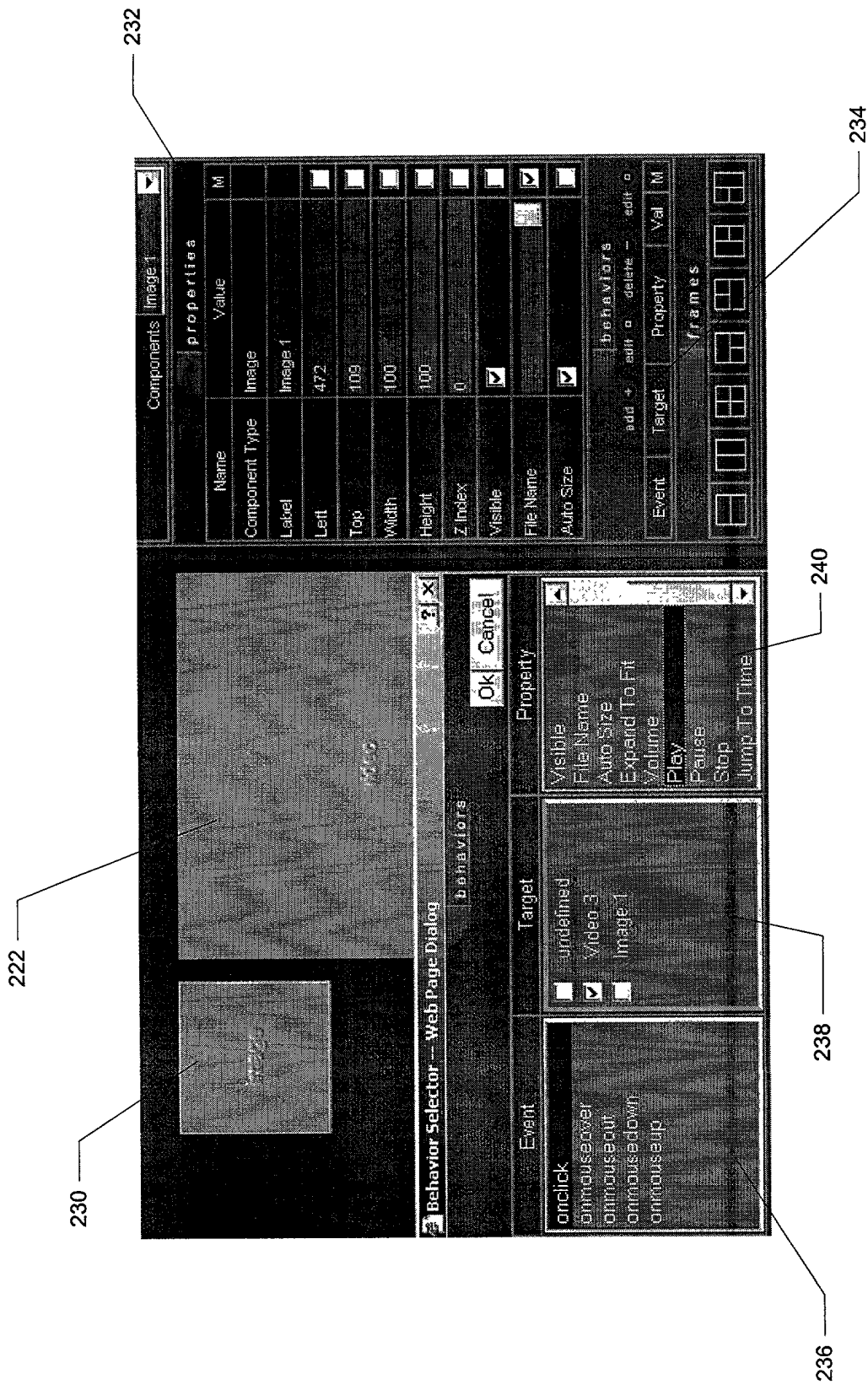


FIG. 5C

FIG. 5D

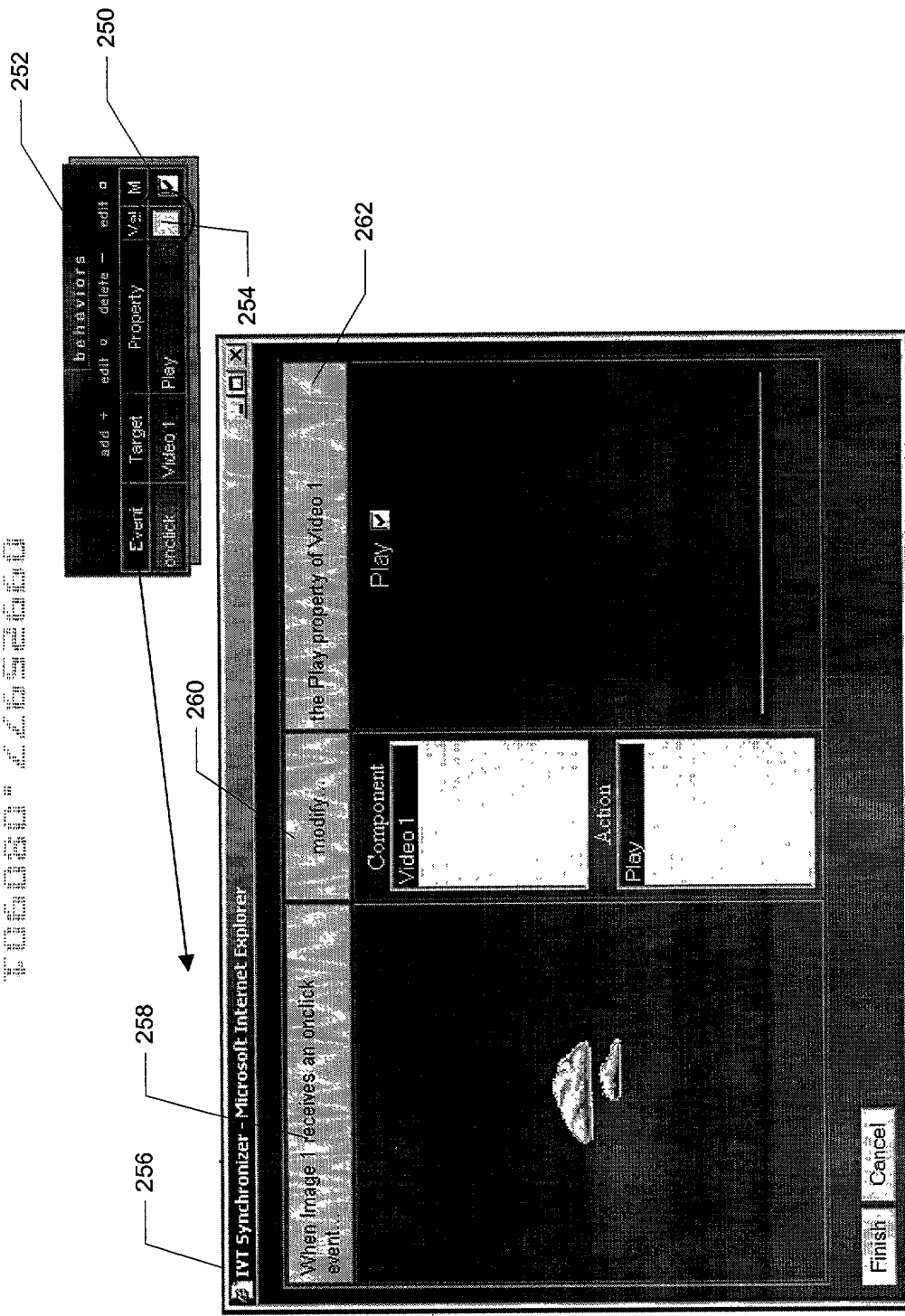


FIG. 5D

FIG. 6A

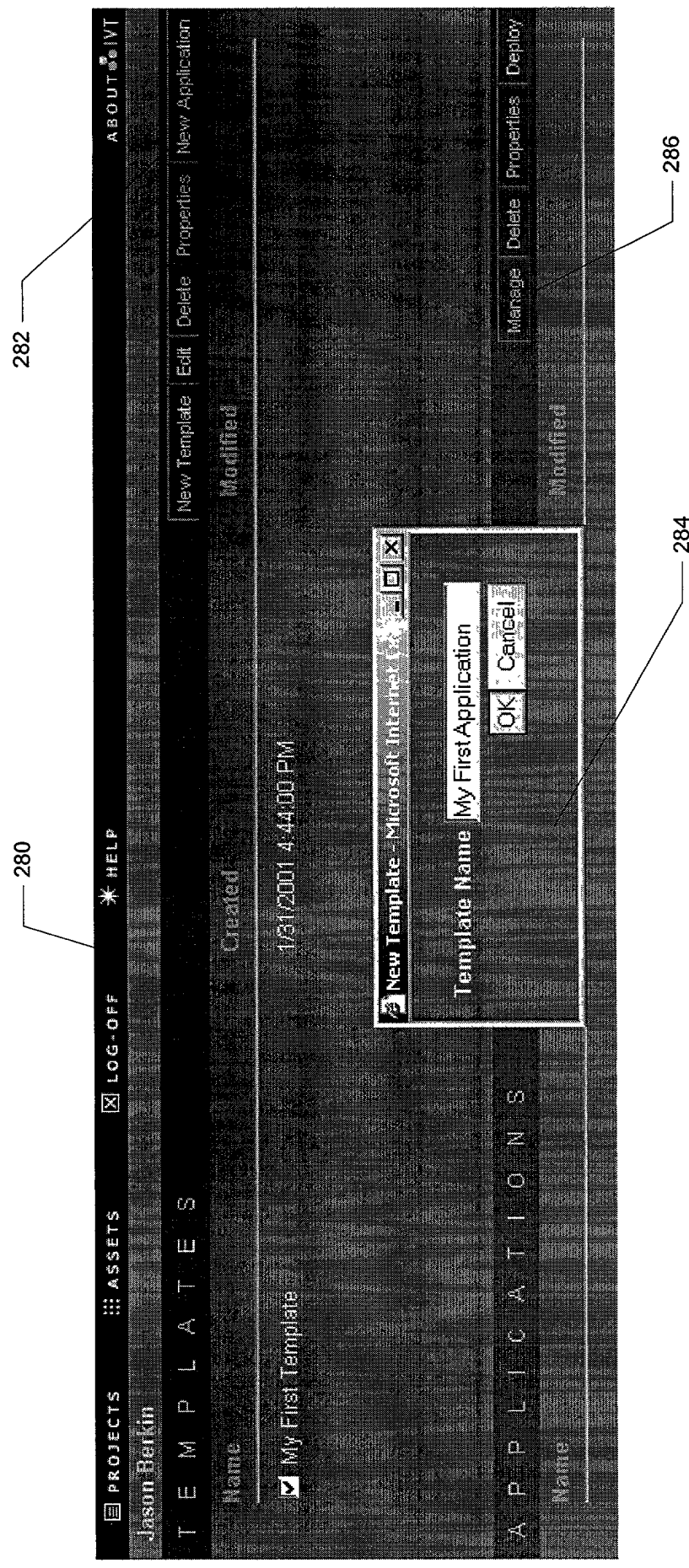


FIG. 6A

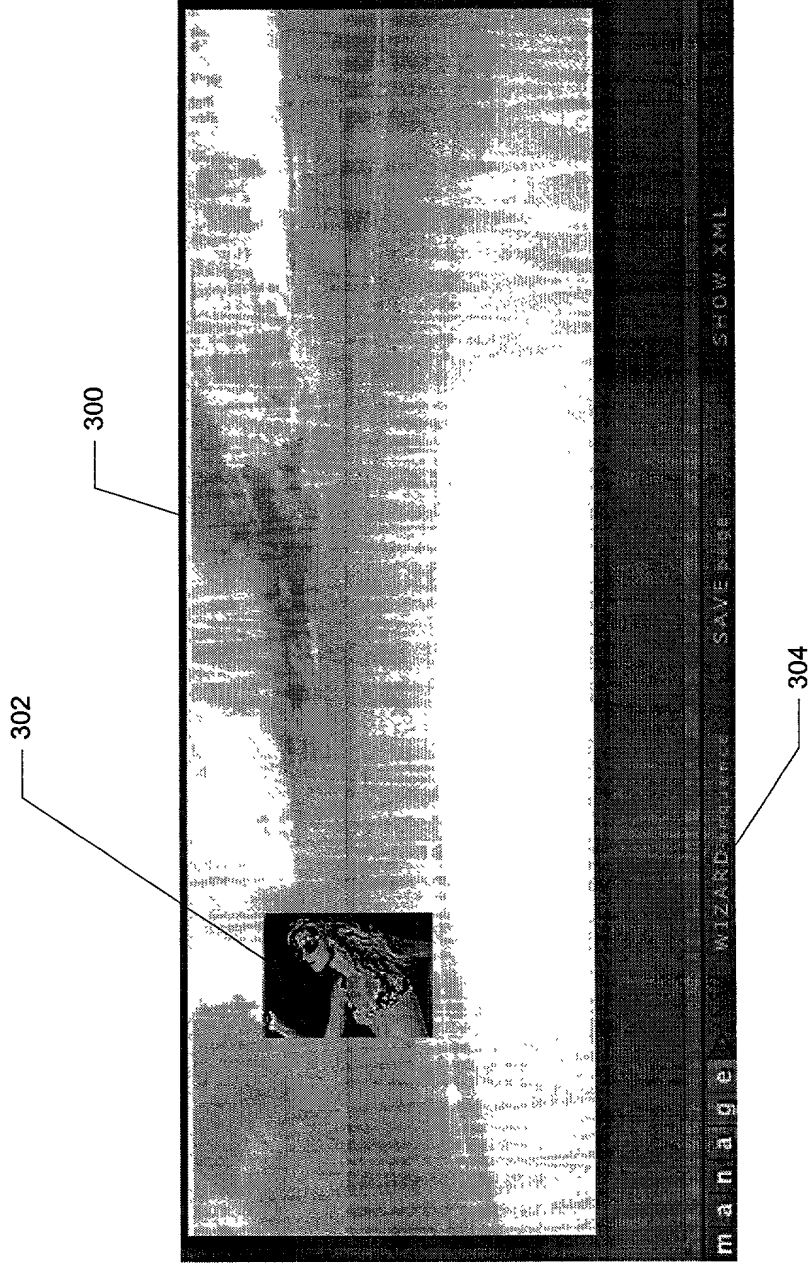


FIG. 6B

FIG. 6C

300

302

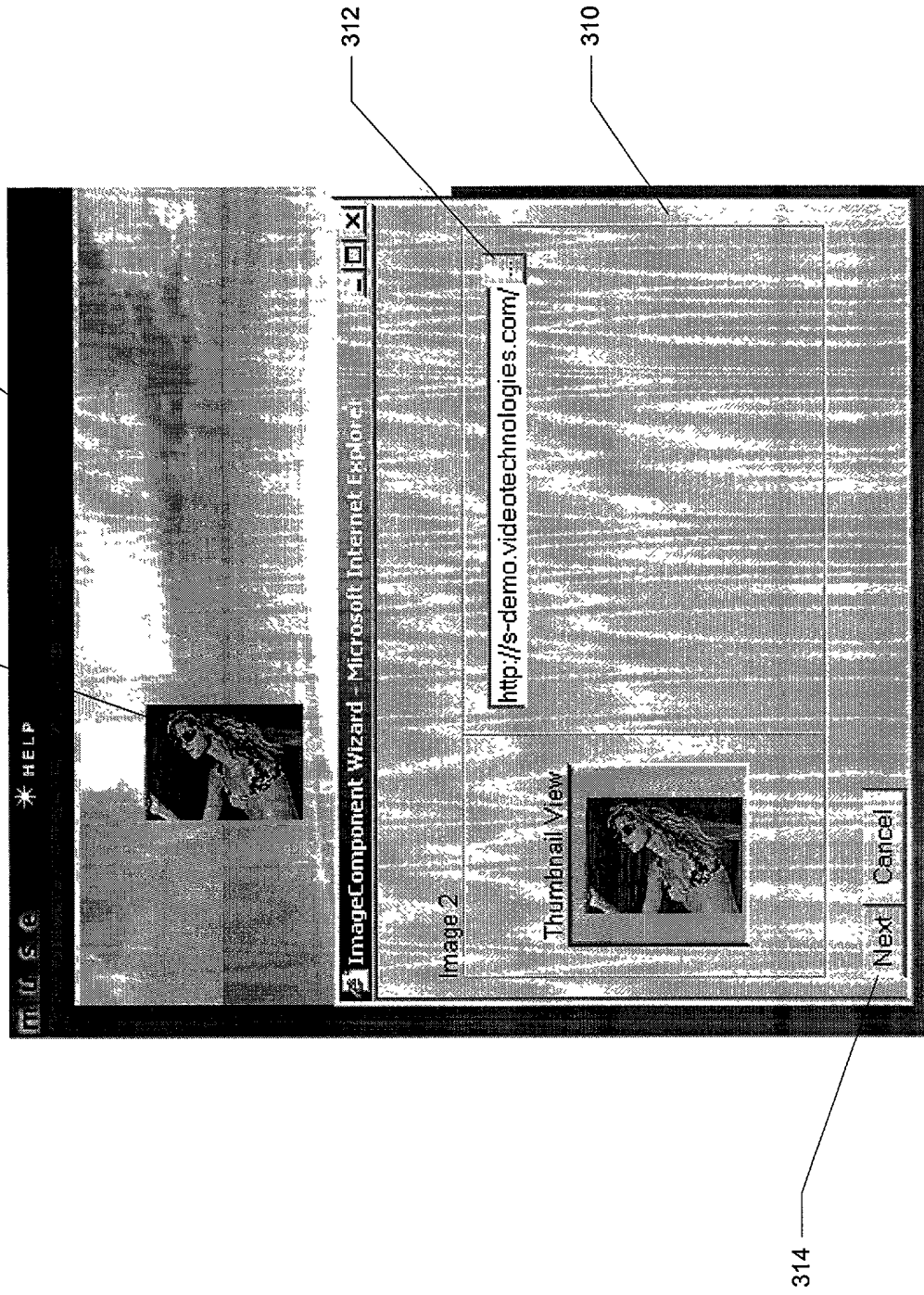


FIG. 6C

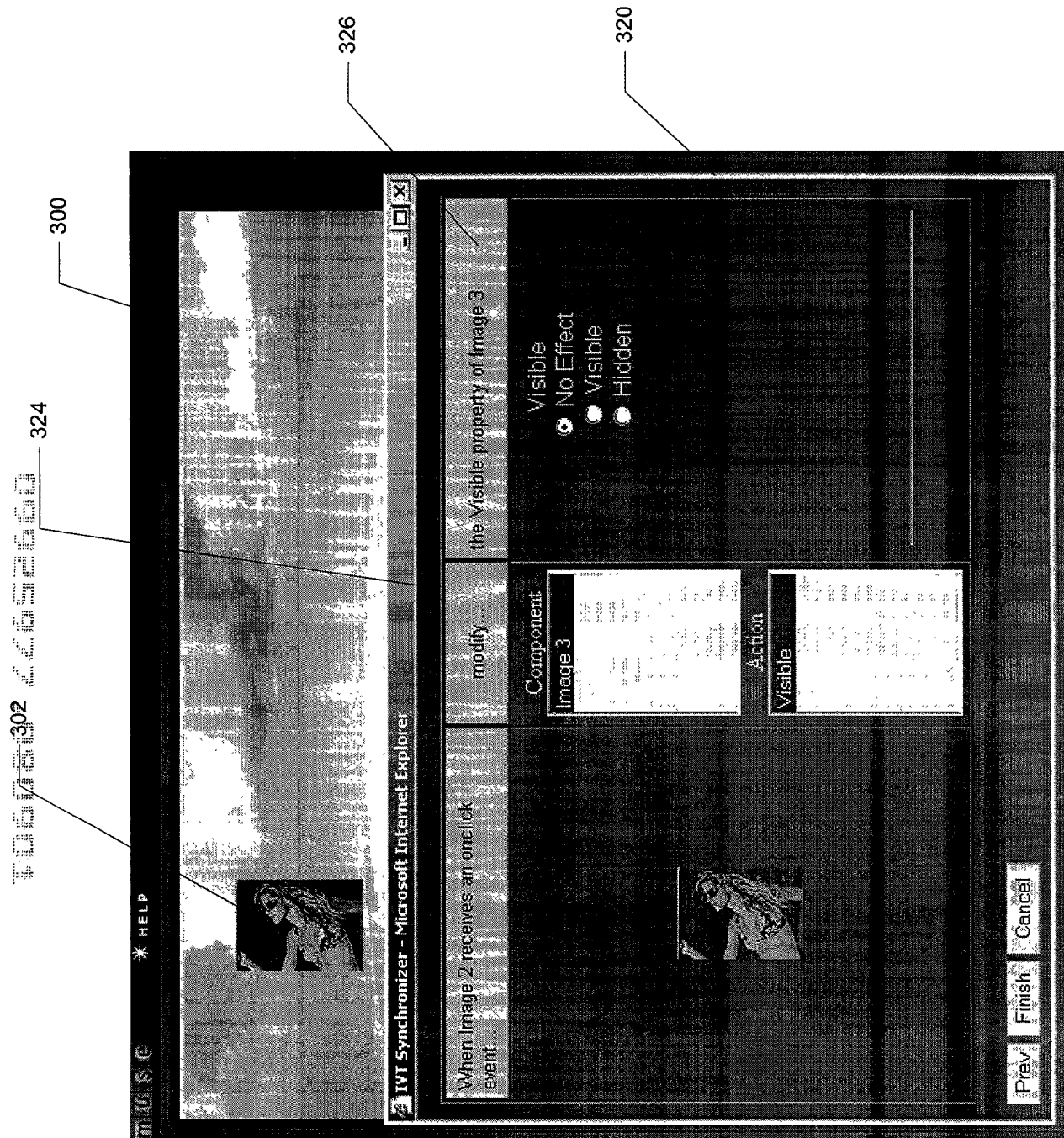


FIG. 6D

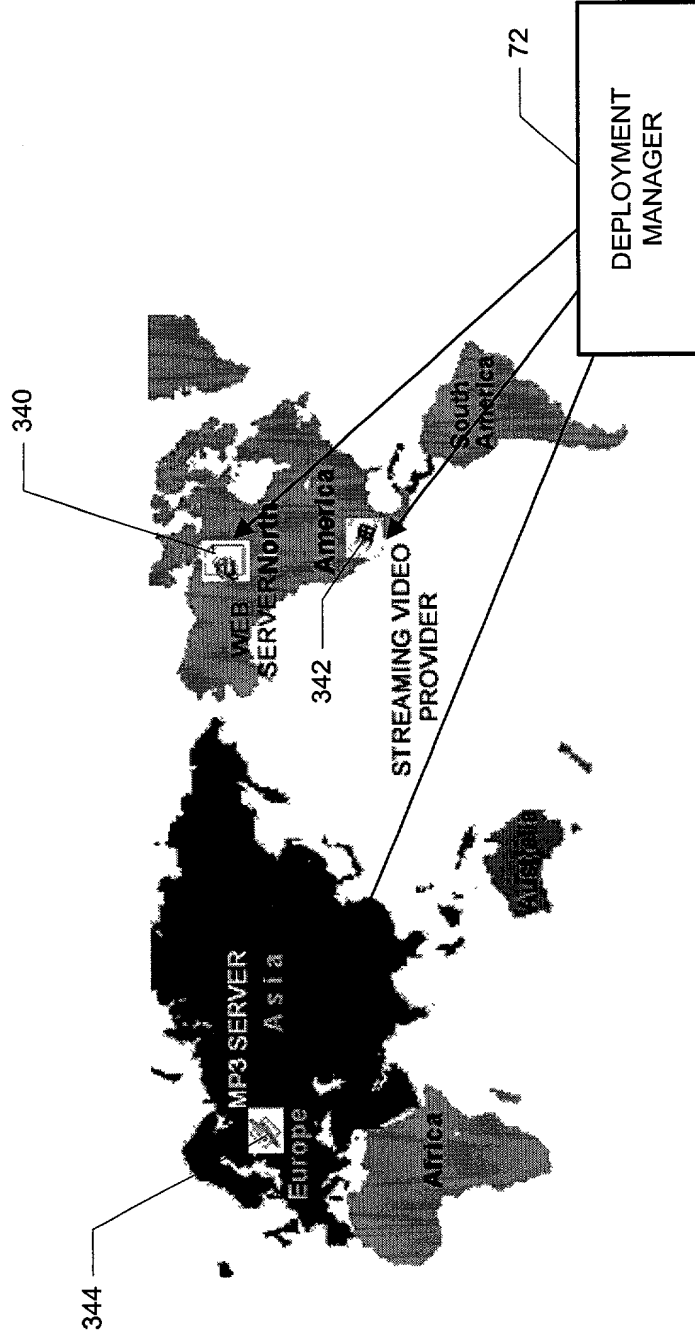


FIG. 7A

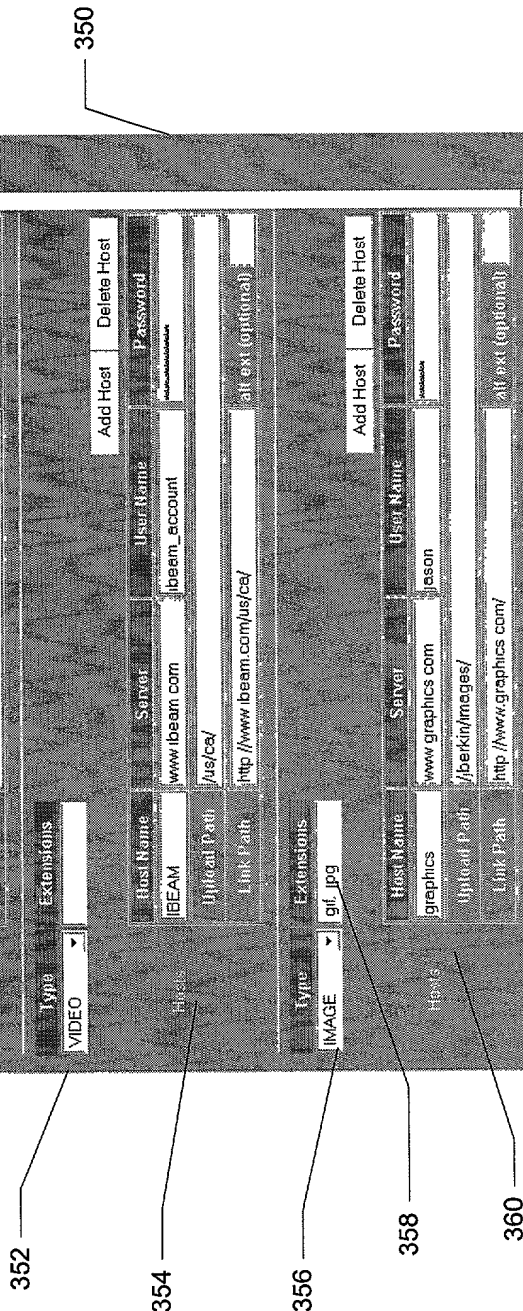


FIG. 7B

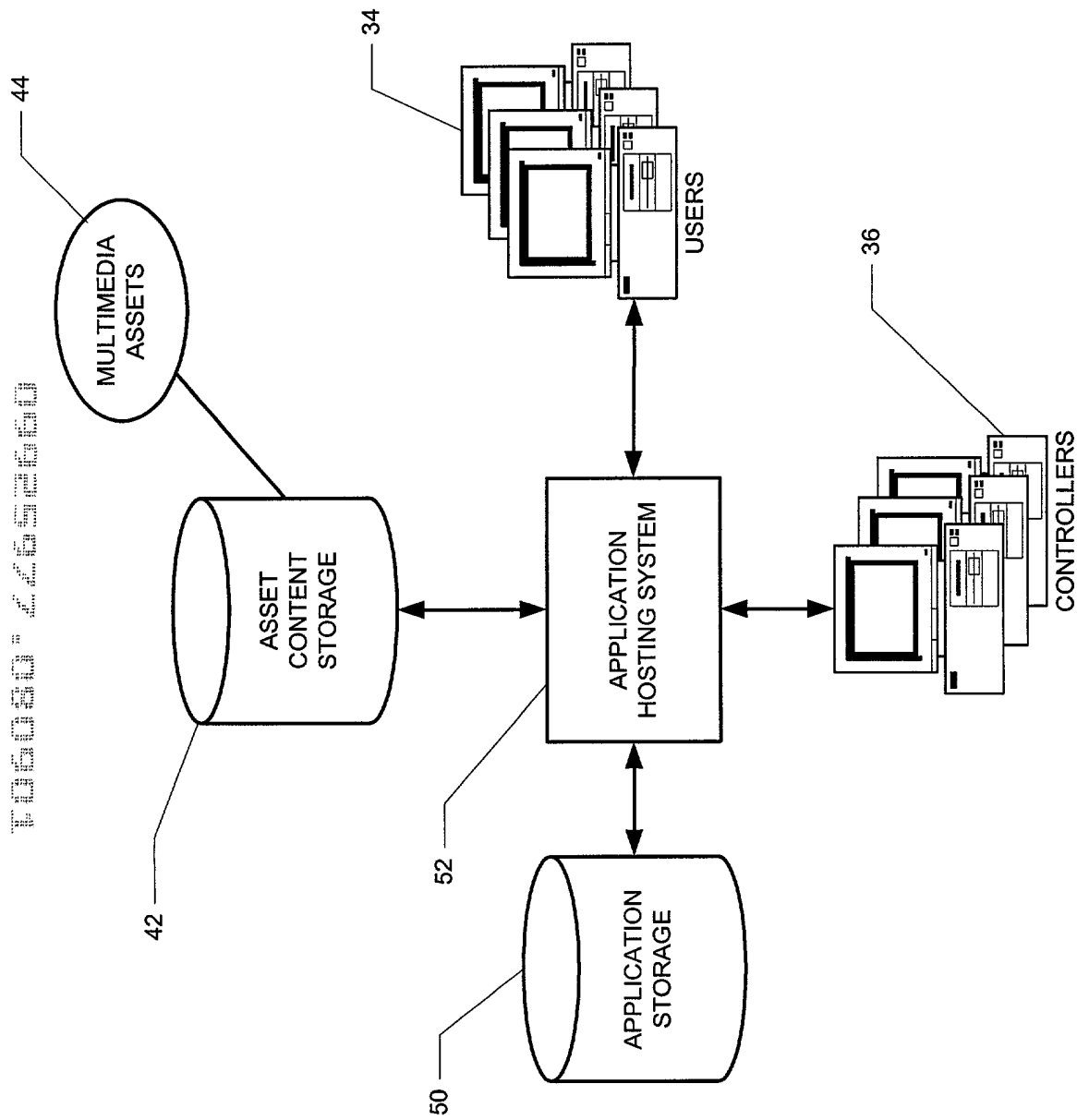


FIG. 8

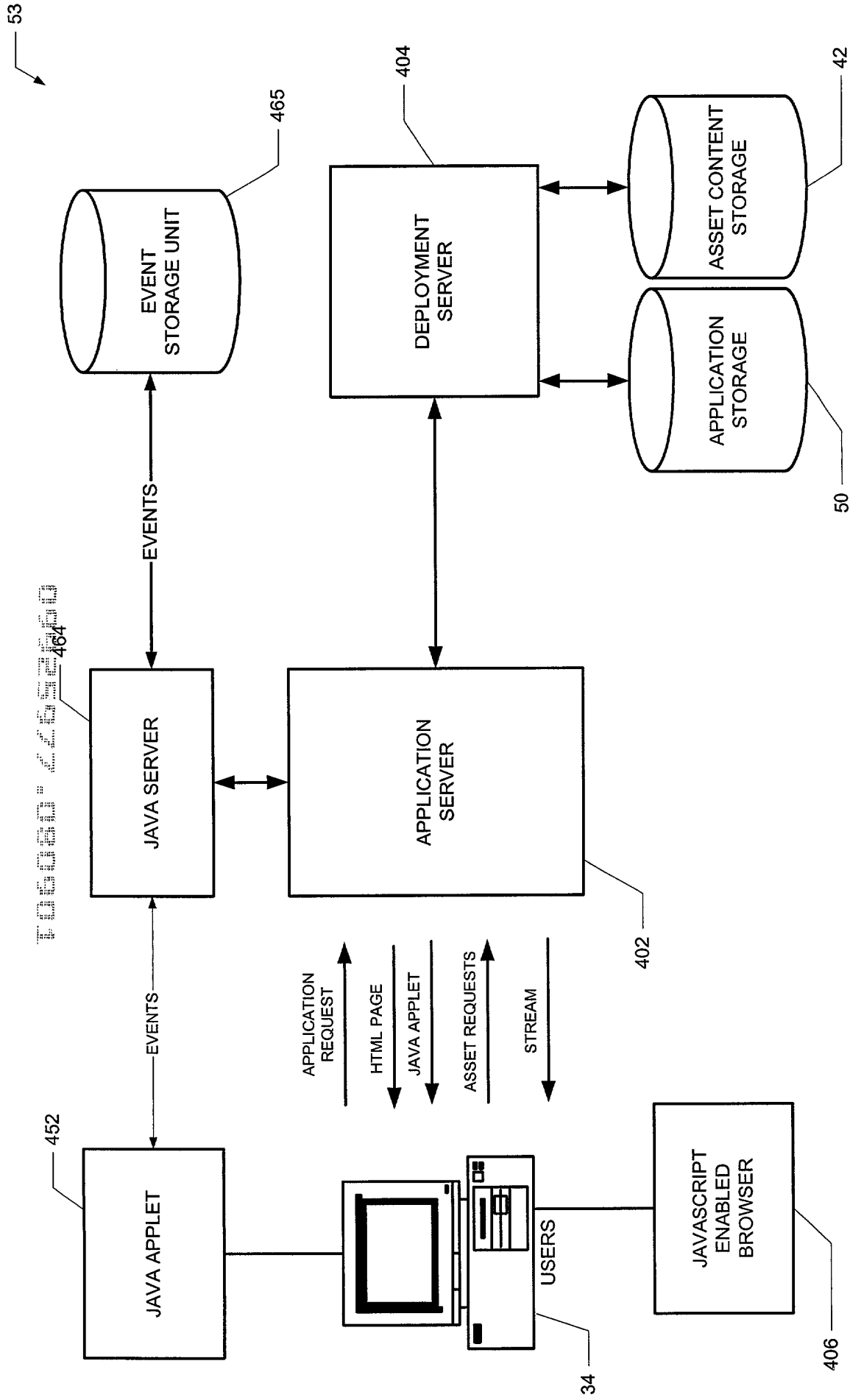


FIG. 9A

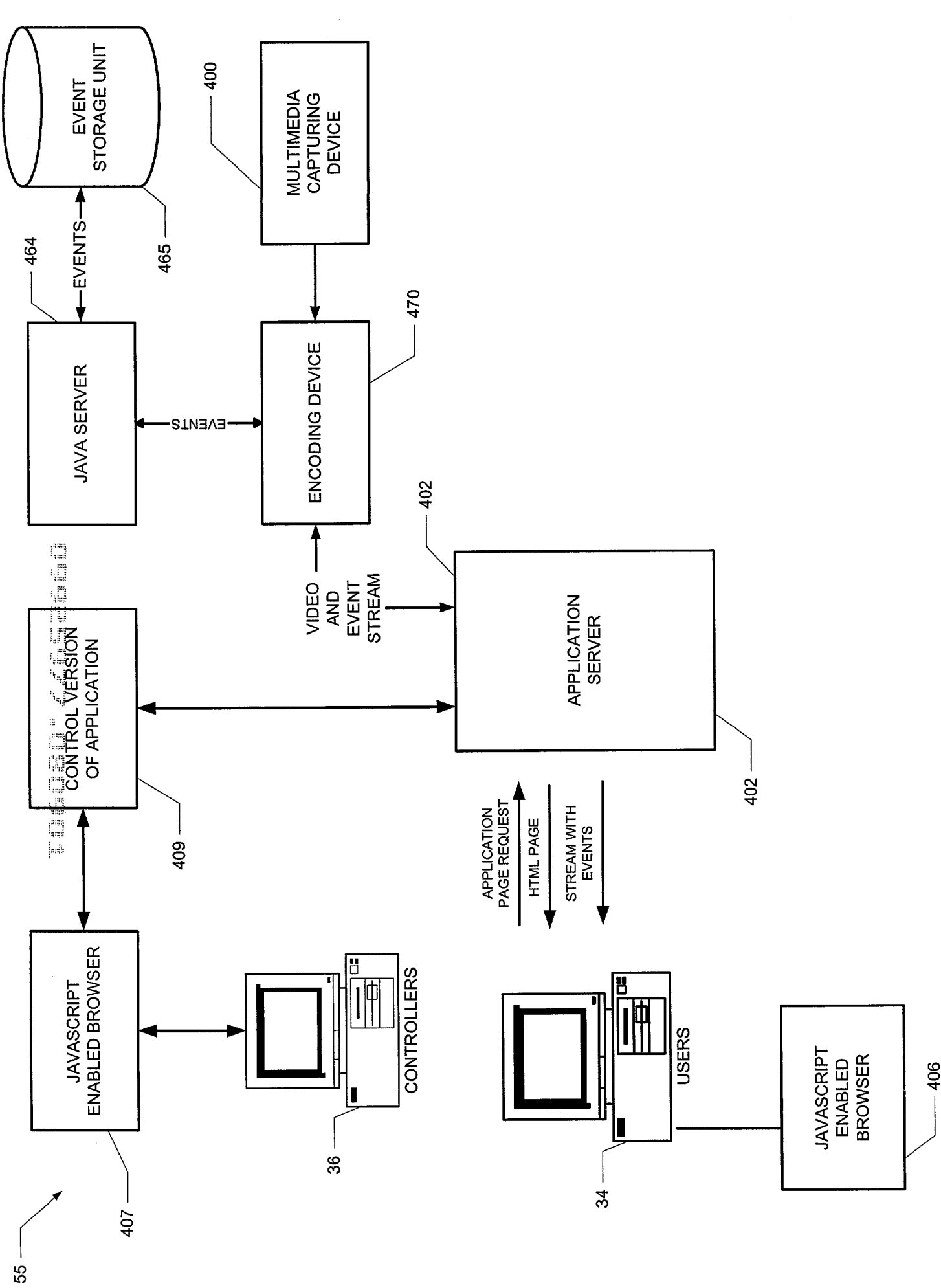


FIG. 9B

Event Handler:

- If currently stopped, exit now
- If currently paused, exit now
- Get current elapsed time and trigger ontimechange events as necessary
- If total time has elapsed
 - If auto repeat is on, set current time position back to beginning
 - Else stop time component now

Behaviors that can be fired on the time component:

Play:

- If we are already playing, do nothing
- If we were paused, $\text{baseTime} = \text{currentTime} + (\text{currentTime} - \text{pausedTime})$
- If we were stopped, send the onbegin event
- Set paused flag to false
- Set started flag to true
- If there was an onplay behavior, call it now

Pause:

- If we were already paused or not started, exit now
- Set $\text{pausedTime} = \text{currentTime}$
- Set paused flag to true
- If there was an onpause behavior, call it now

Stop:

- Set started flag to false
- Set paused flag to false
- Set base time to -1
- If there was an onstop behavior, call it now

JumpToTime:

- Set $\text{base time} = \text{Current Time} - \text{Jump To Time}$
- Call play function

FIG. 10

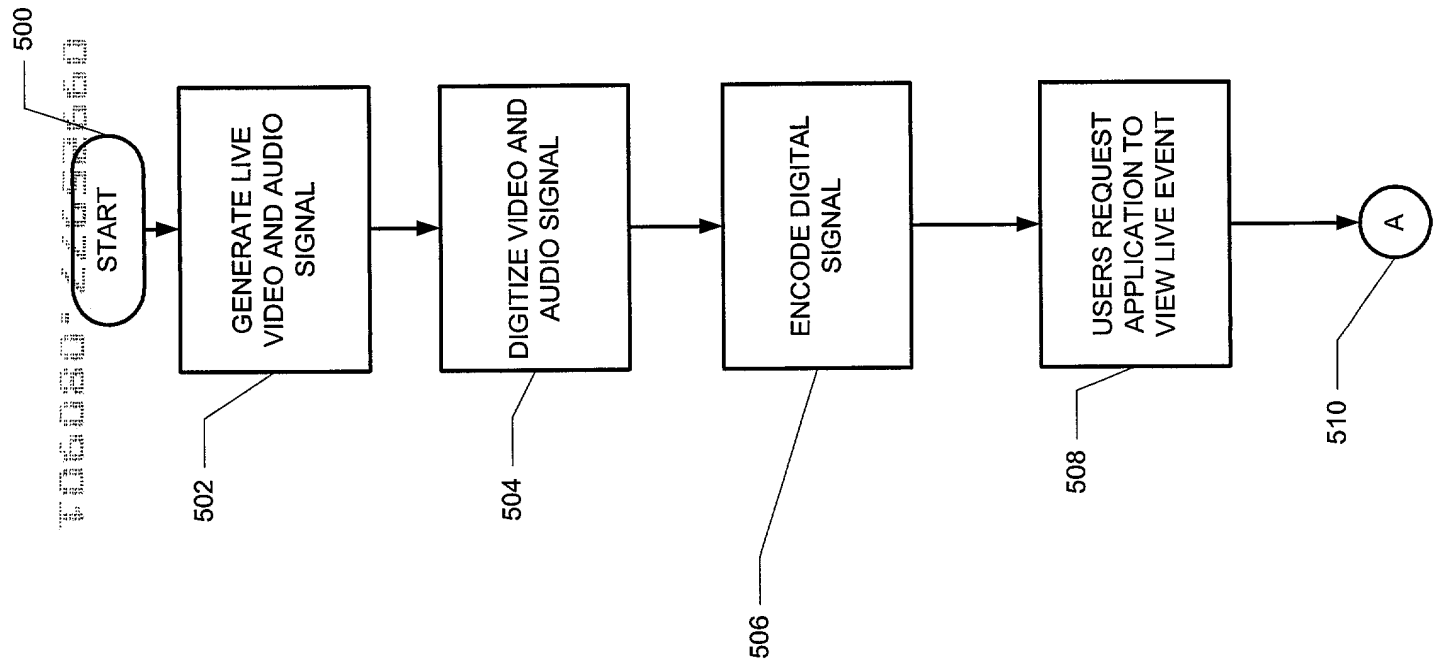


FIG. 11A

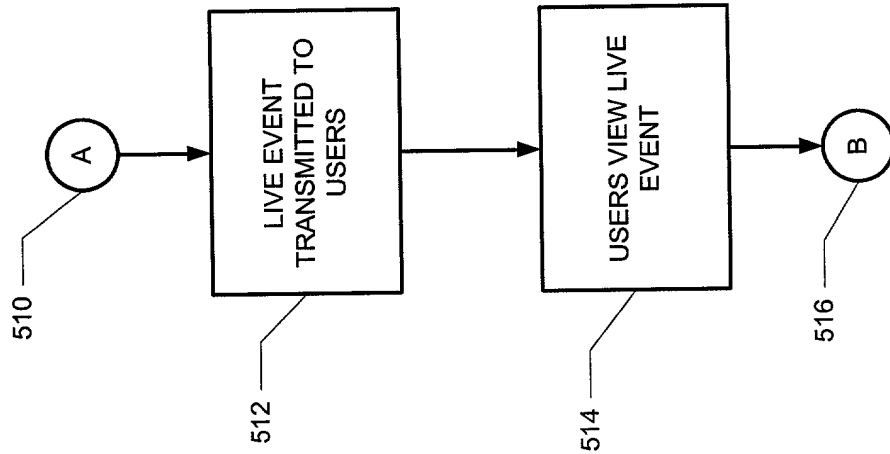


FIG. 11B

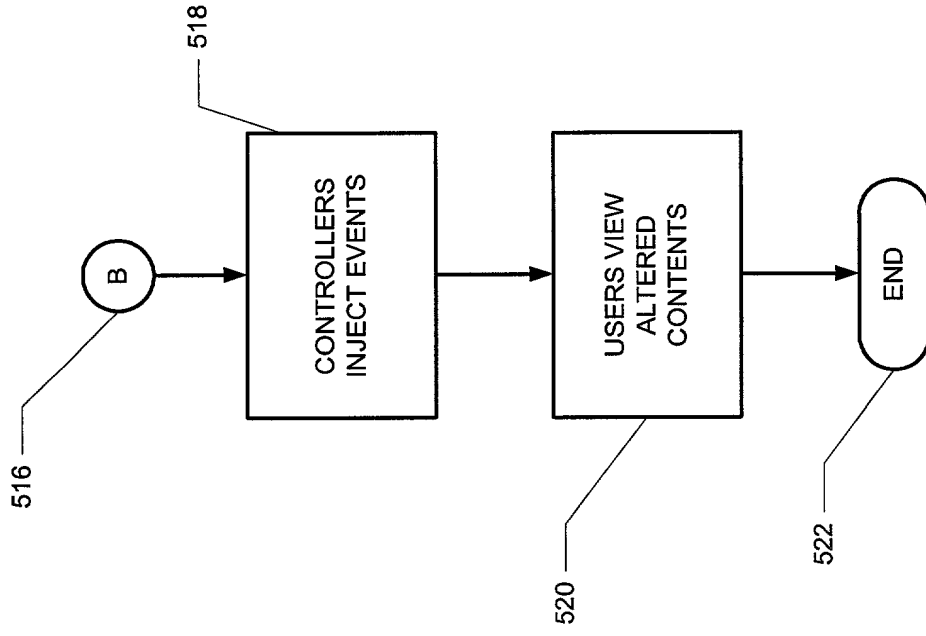


FIG. 11C

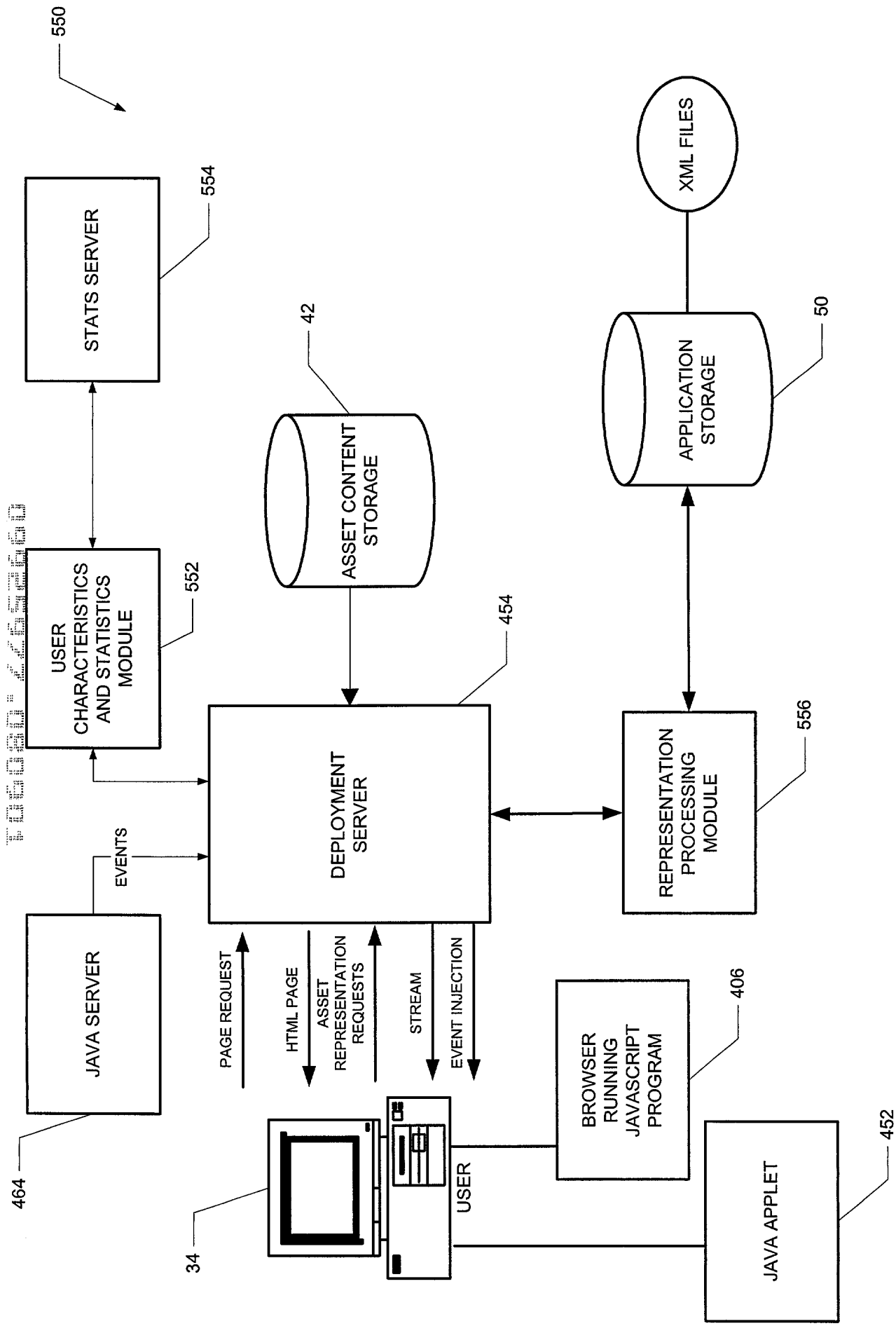


FIG. 12A

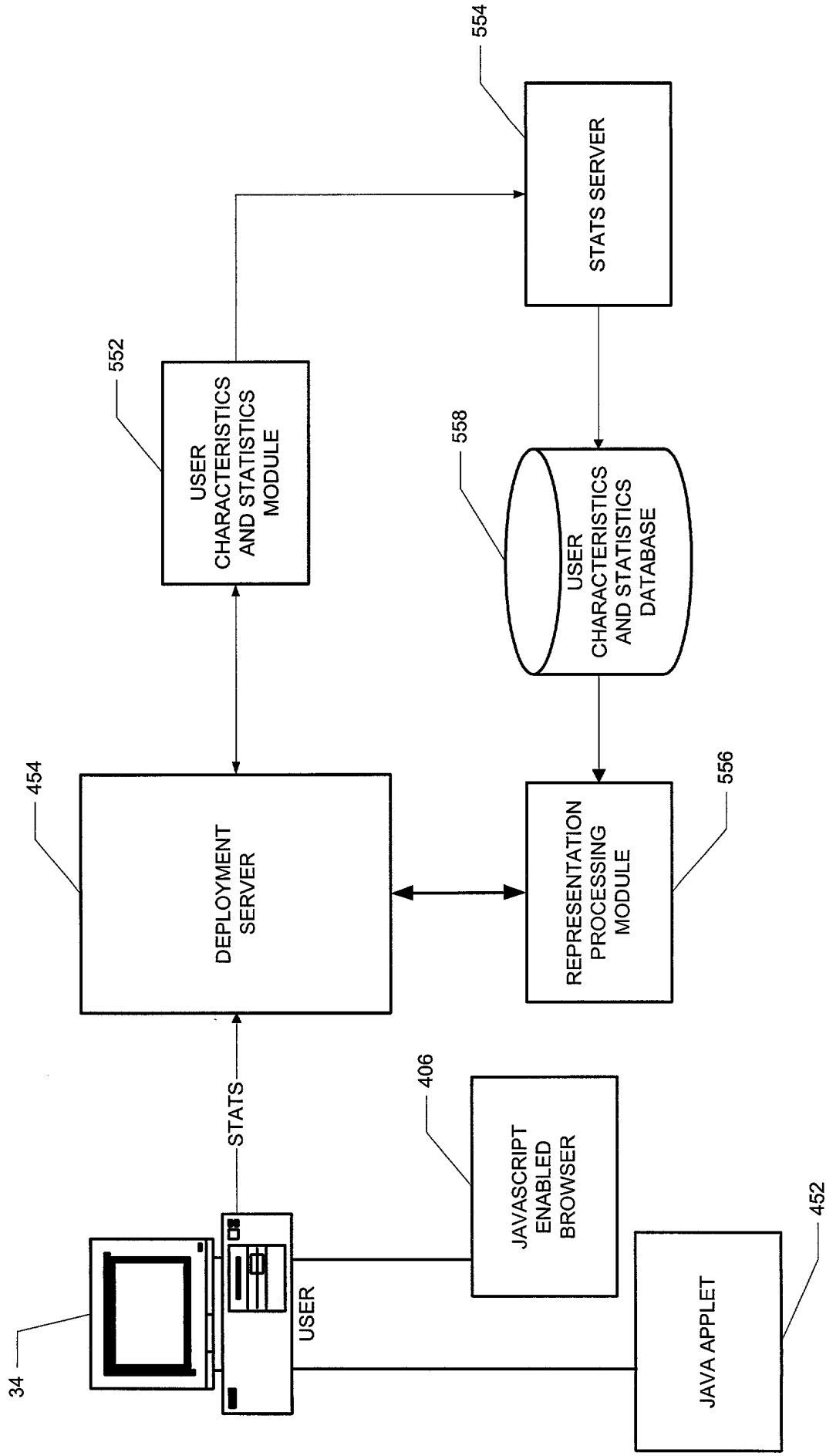


FIG. 12B

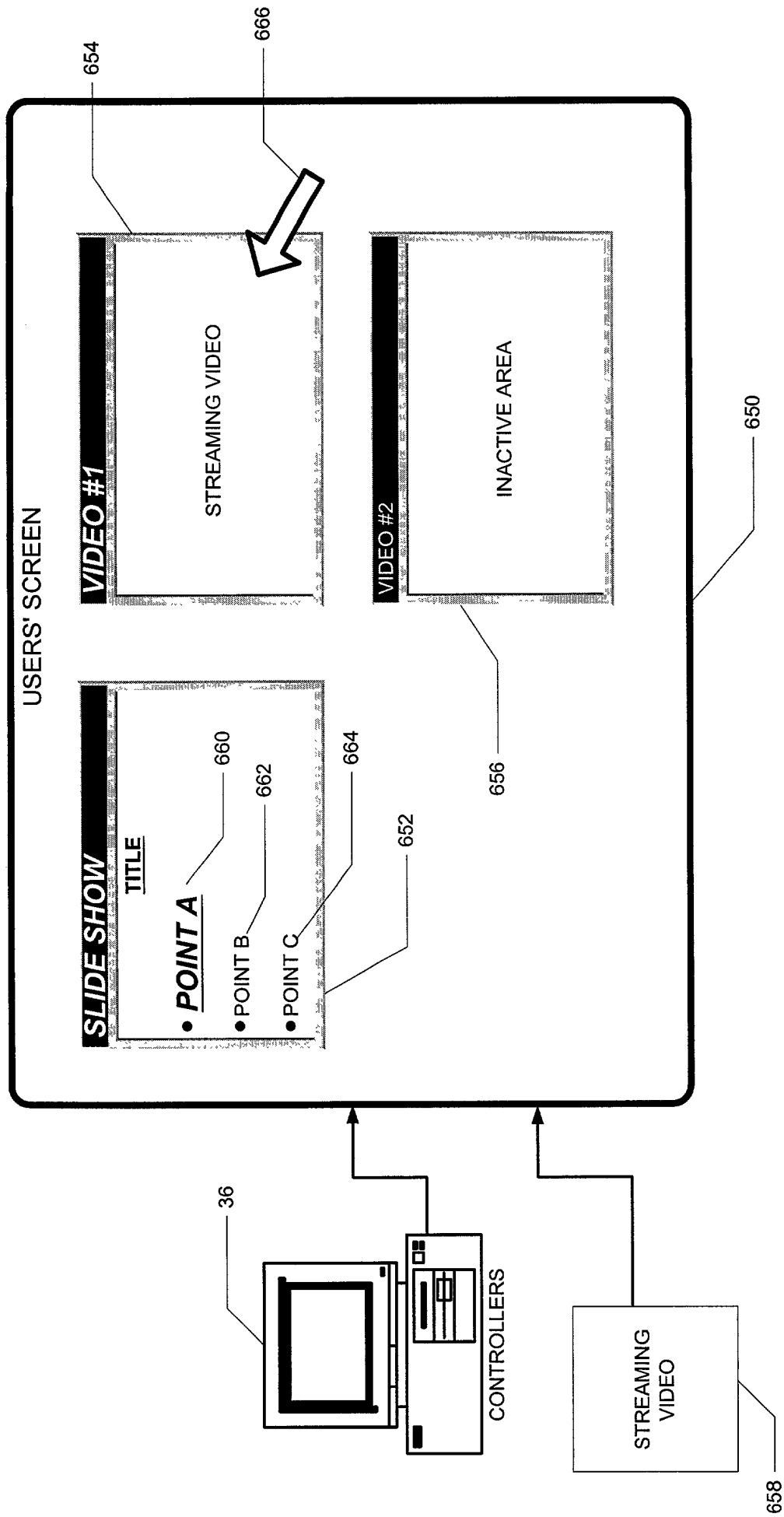


FIG. 13A

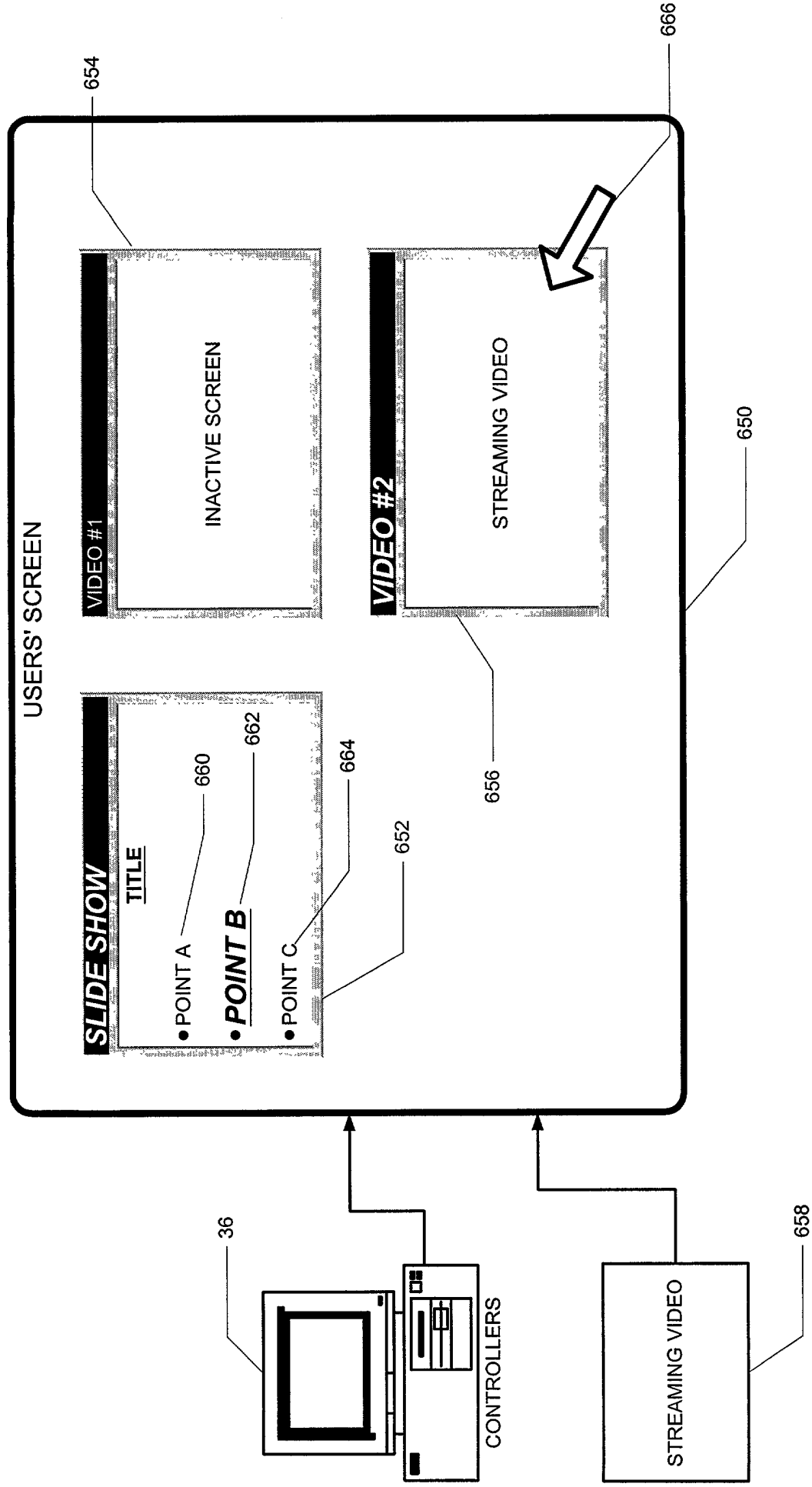


FIG. 13B

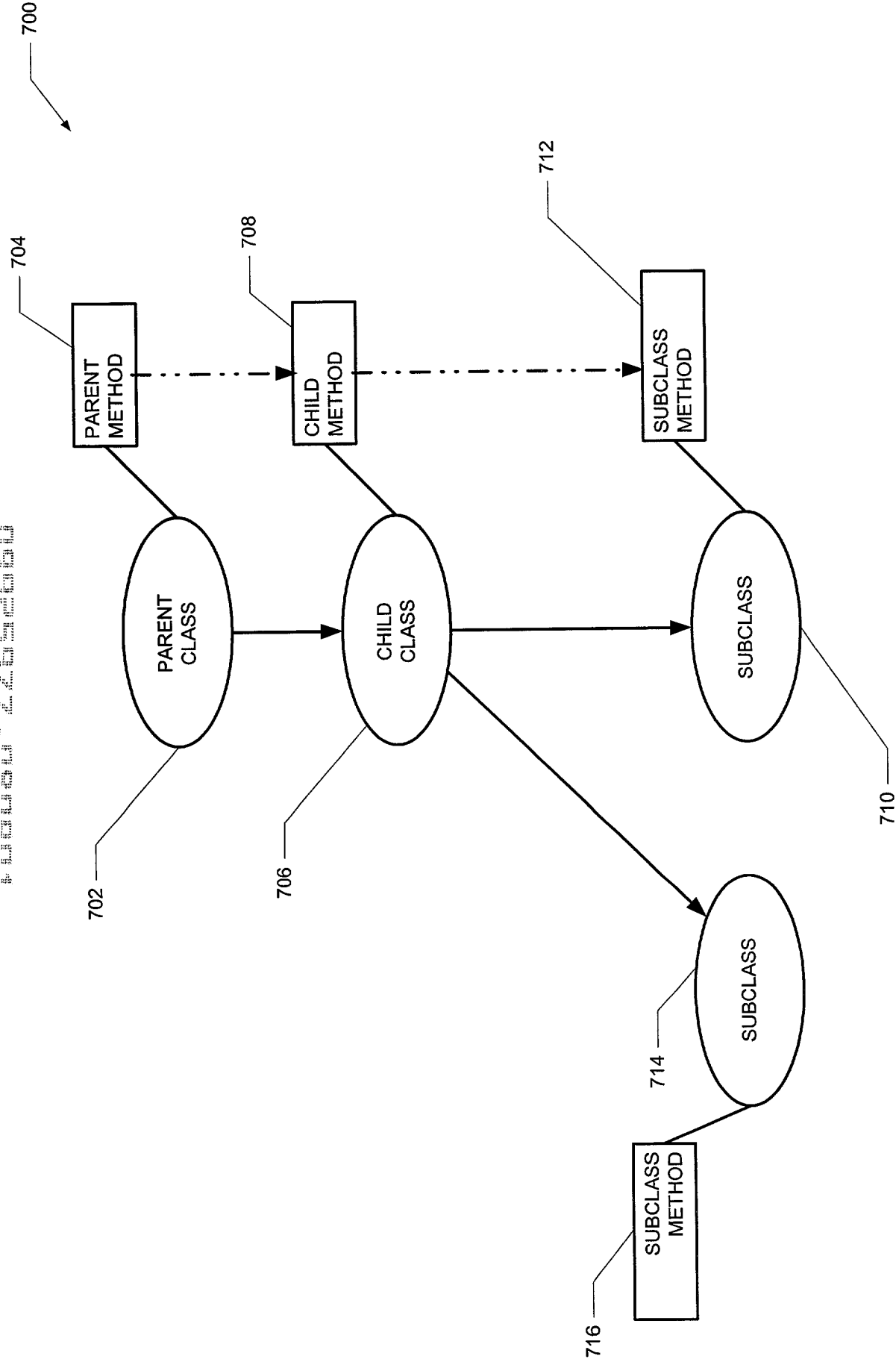


FIG. 14

800

```

<SCRIPT language=JavaScript>
//*****
//      When calling any function or property that is a member of a class, instead of
//      using this.func() or this.prop use this.stub.func() or this.stub.prop.
//      This allows classes derived from a base class to override any function or property calls.
//      When overriding a base class's function, (e.g. func() ), use this superclass.func()
//      to call the base implementation
//*****
function Component(subClass)
{
    //*****
    //      this.stub = subClass||this;
    //      this.superclass = null;
    //*****
    this.propertyList = new Array("Left", "Top", "Width", "Height");
    this.description = "Component";
    this.imageSrc = "";
    this.OnActivate = OnActivate;
    function OnActivate()
    {
        alert("Base Activate");
        this.stub.OnActivateProperties()
    }
    this.OnActivateProperties = OnActivateProperties;
    function OnActivateProperties()
    {
        alert("Base OnActivateProperties");
    }
}

```

FIG. 15A

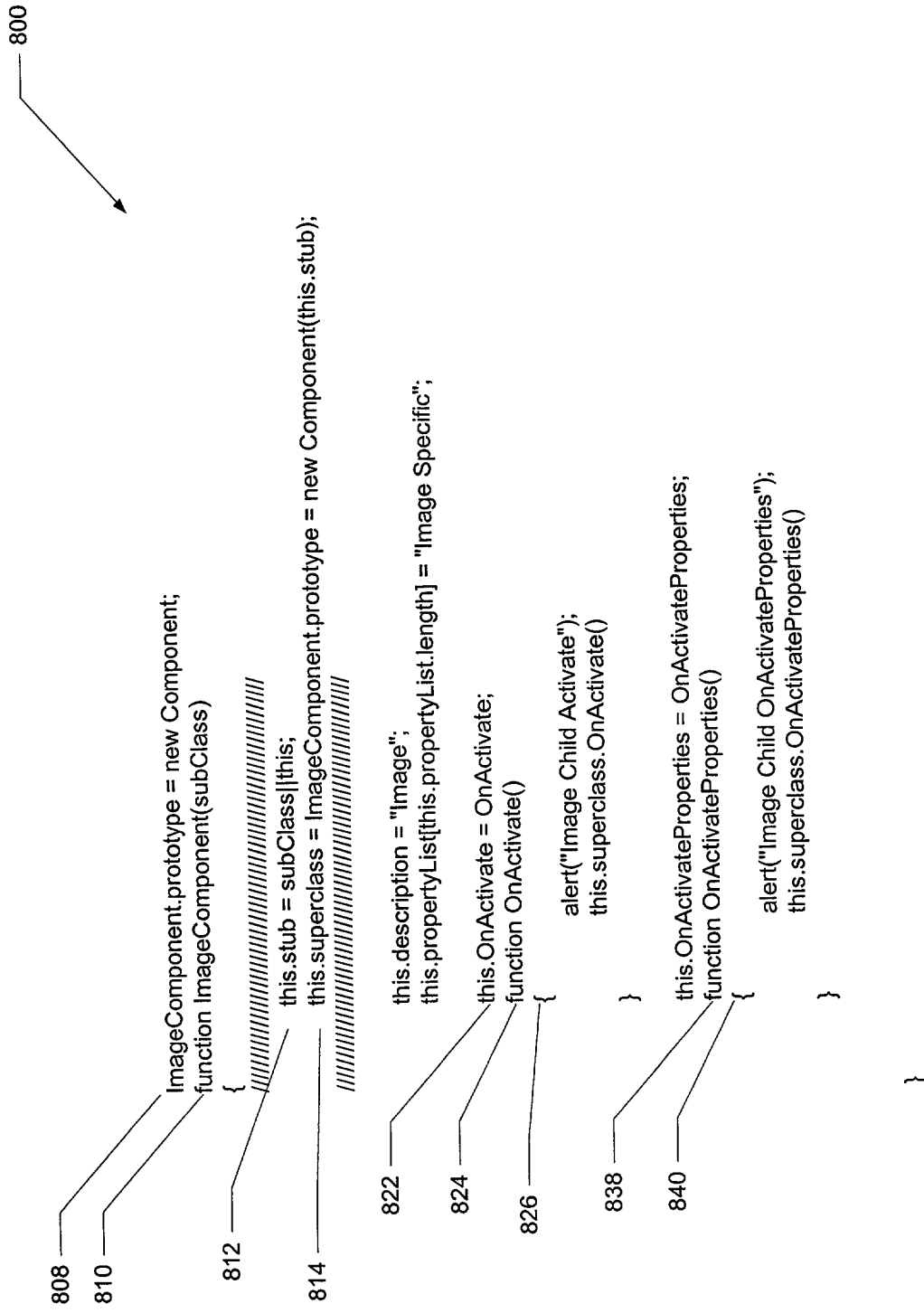


FIG. 15B

Year	Number of people
1980	100
1981	200
1982	300
1983	400
1984	500
1985	600
1986	700
1987	800
1988	700
1989	600
1990	500

FIG. 15C

800

```

870  GIF89Component.prototype = new GIFComponent;
      function GIF89Component(subClass)
      {
872  //////////////////////////////////////
          this.stub = subClass||this;
          this.superclass = GIF89Component.prototype = new GIFComponent(this.stub);
          //////////////////////////////////////
          //////////////////////////////////////

          this.description = "GIF89";
          this.propertyList[this.propertyList.length] = "GIF89 Specific";

          this.OnActivate = OnActivate;
          function OnActivate()
          {
              alert("GIF89 Child Activate");
              this.superclass.OnActivate()
          }
          this.OnActivateProperties = OnActivateProperties;
          function OnActivateProperties()
          {
              alert("GIF89 Child OnActivateProperties");
              this.superclass.OnActivateProperties()
          }
      }
    
```

FIG. 15D

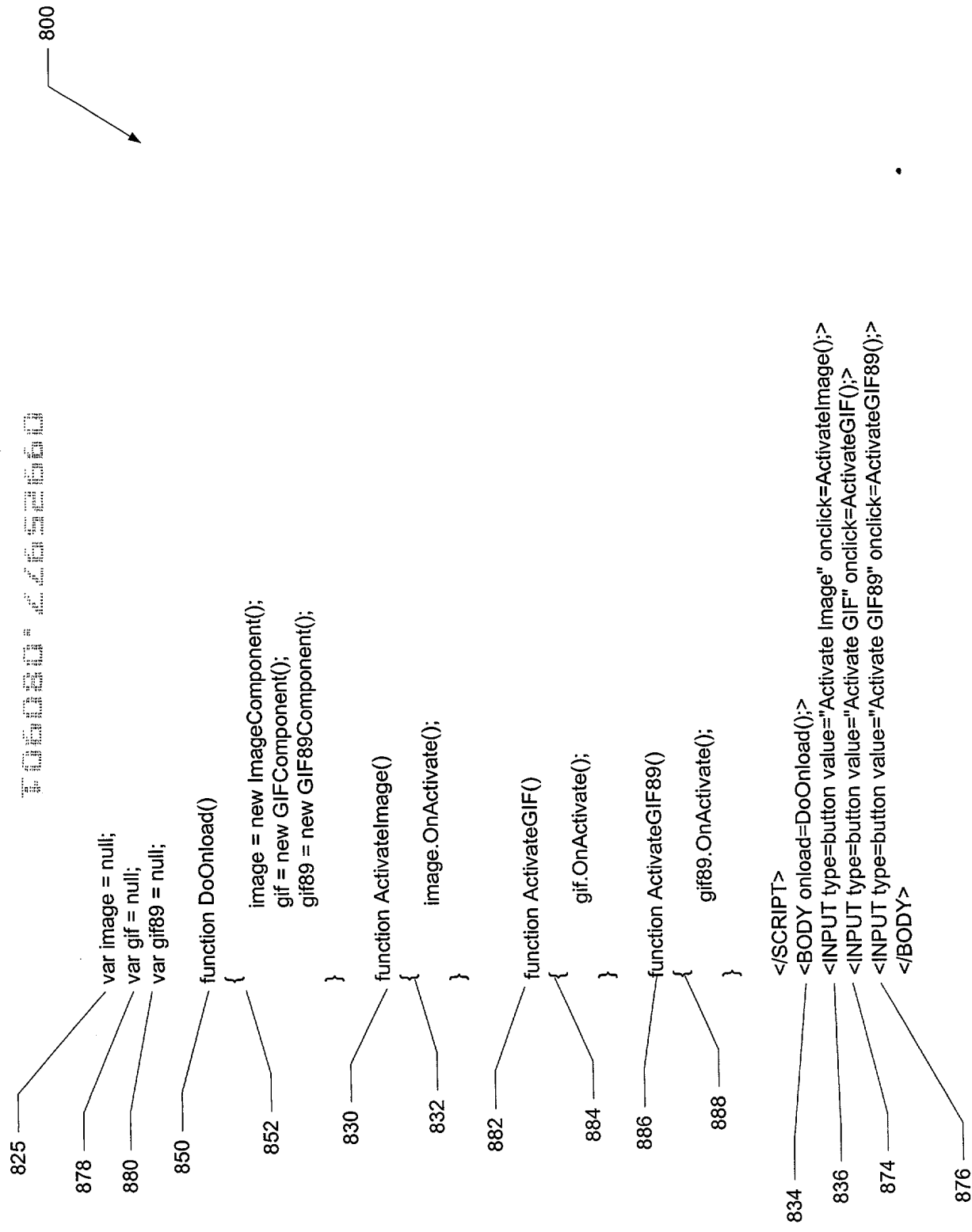


FIG. 15E

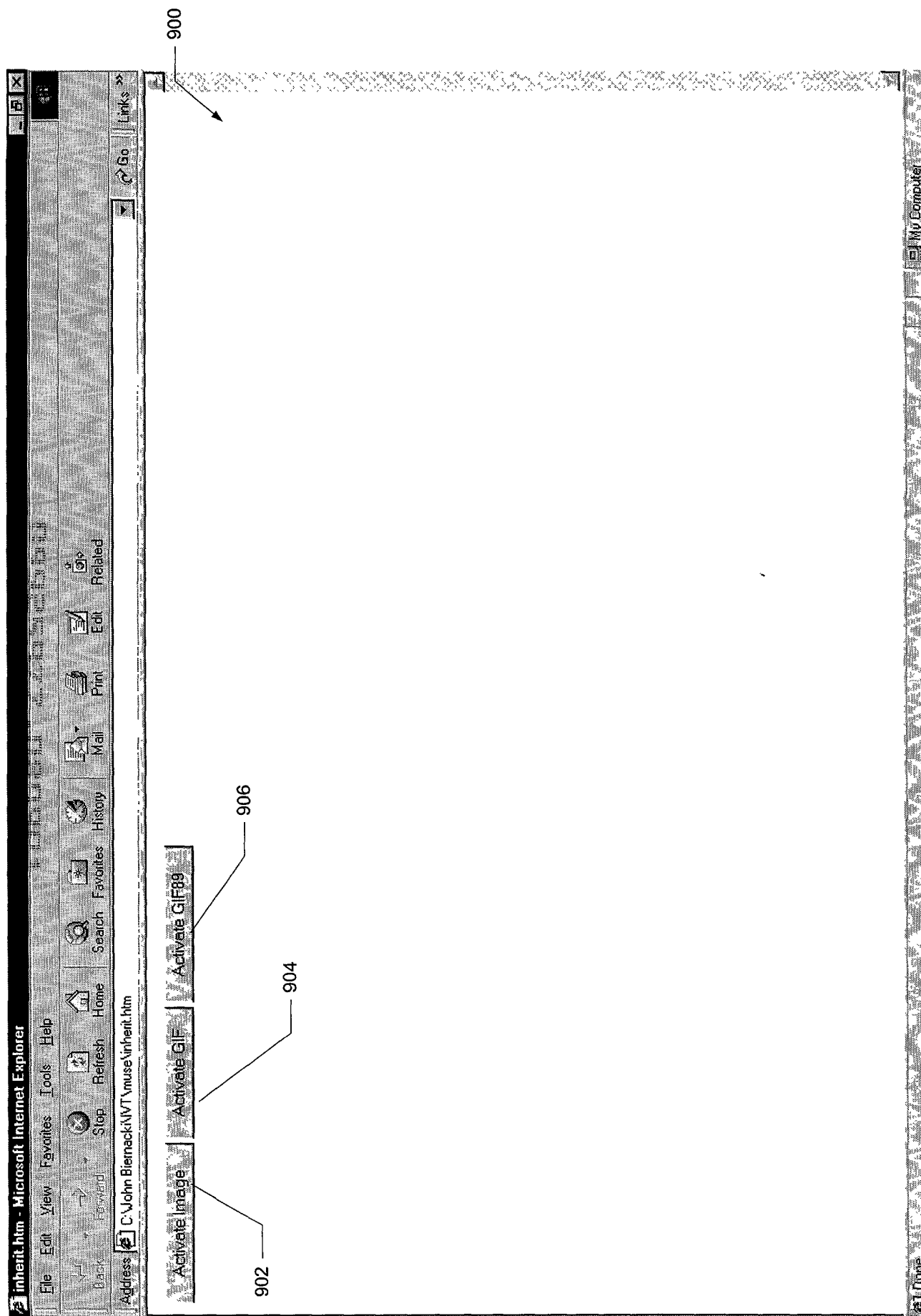


FIG. 16A

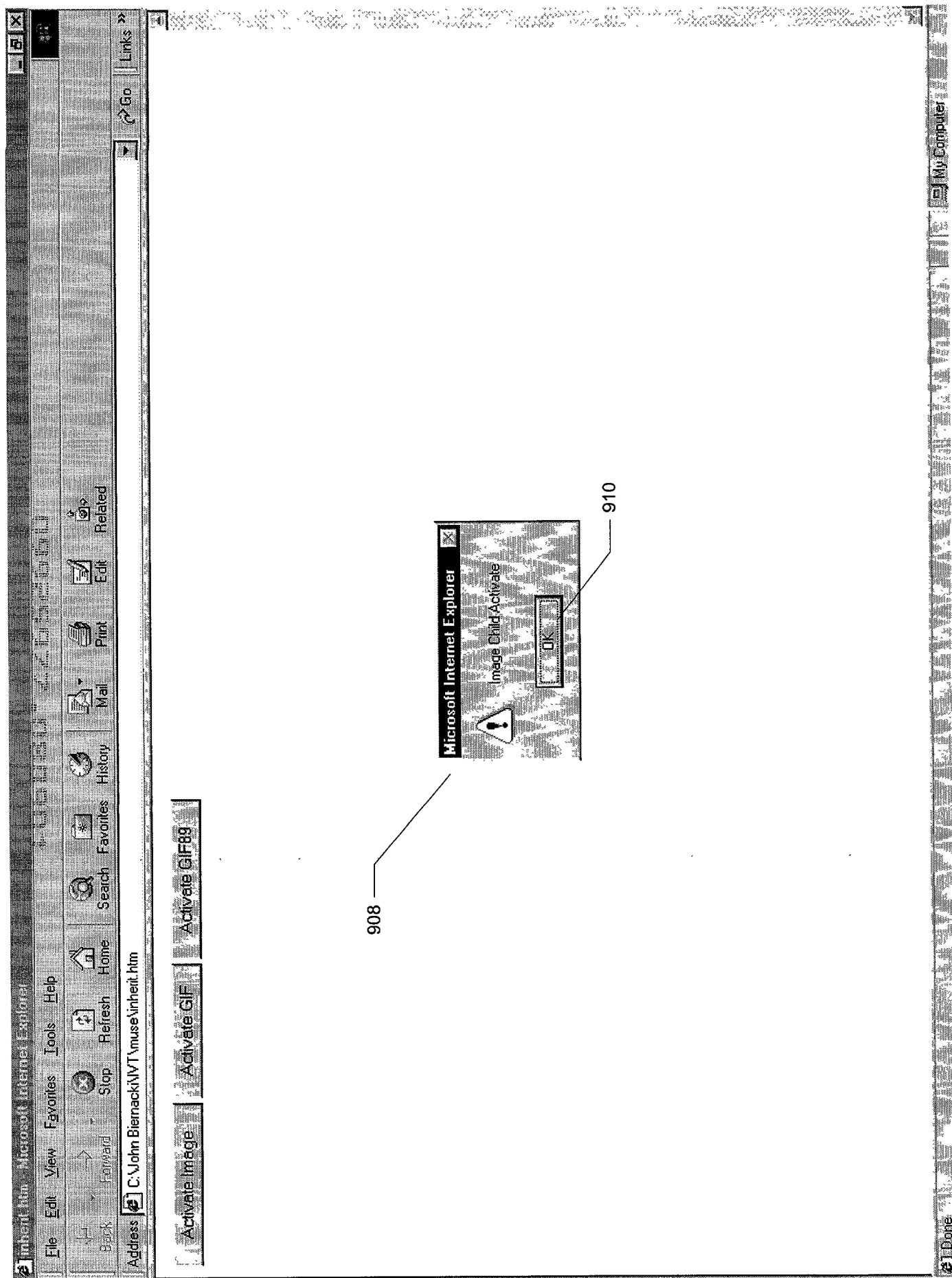


FIG. 16B

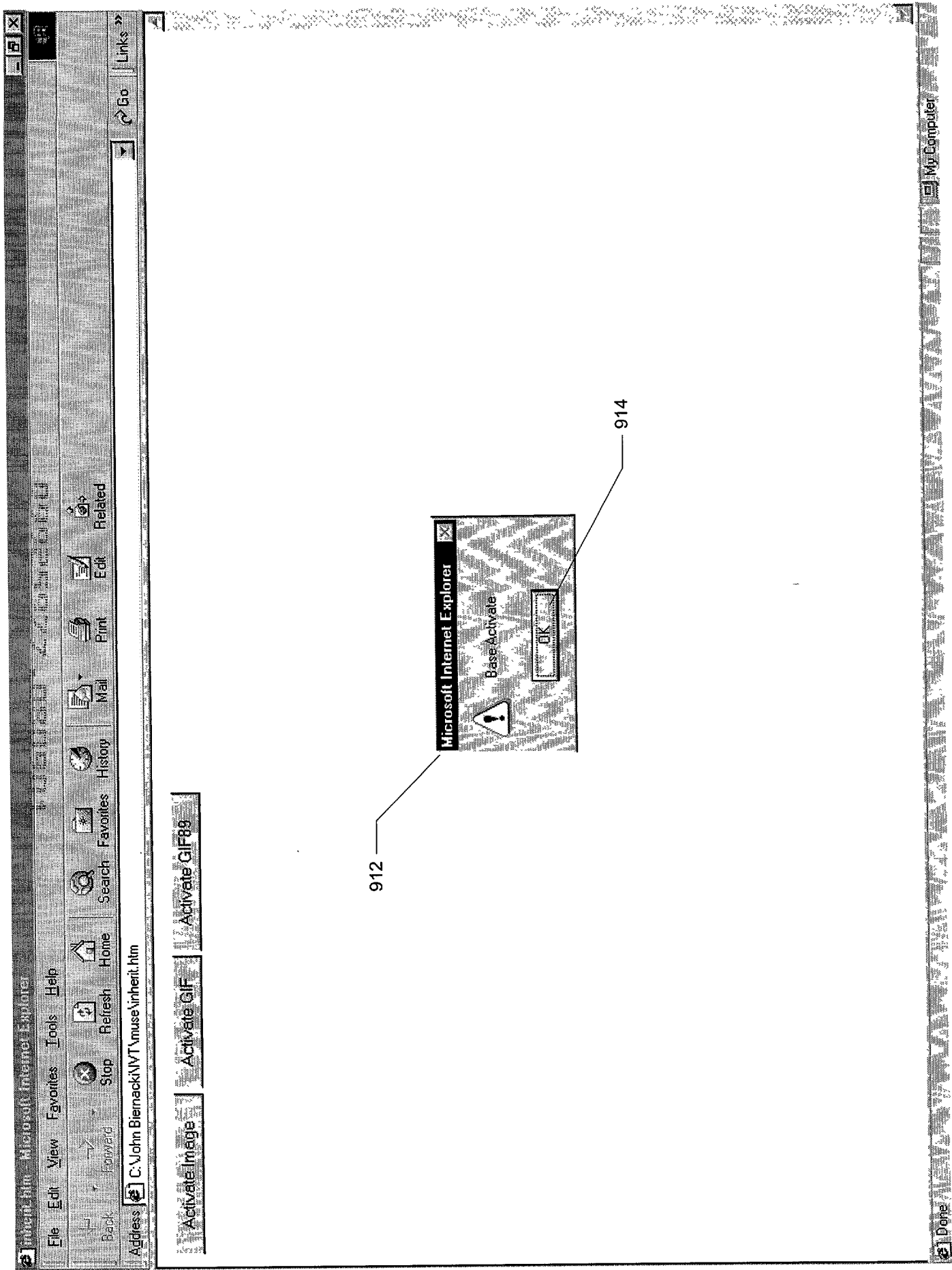


FIG. 16C

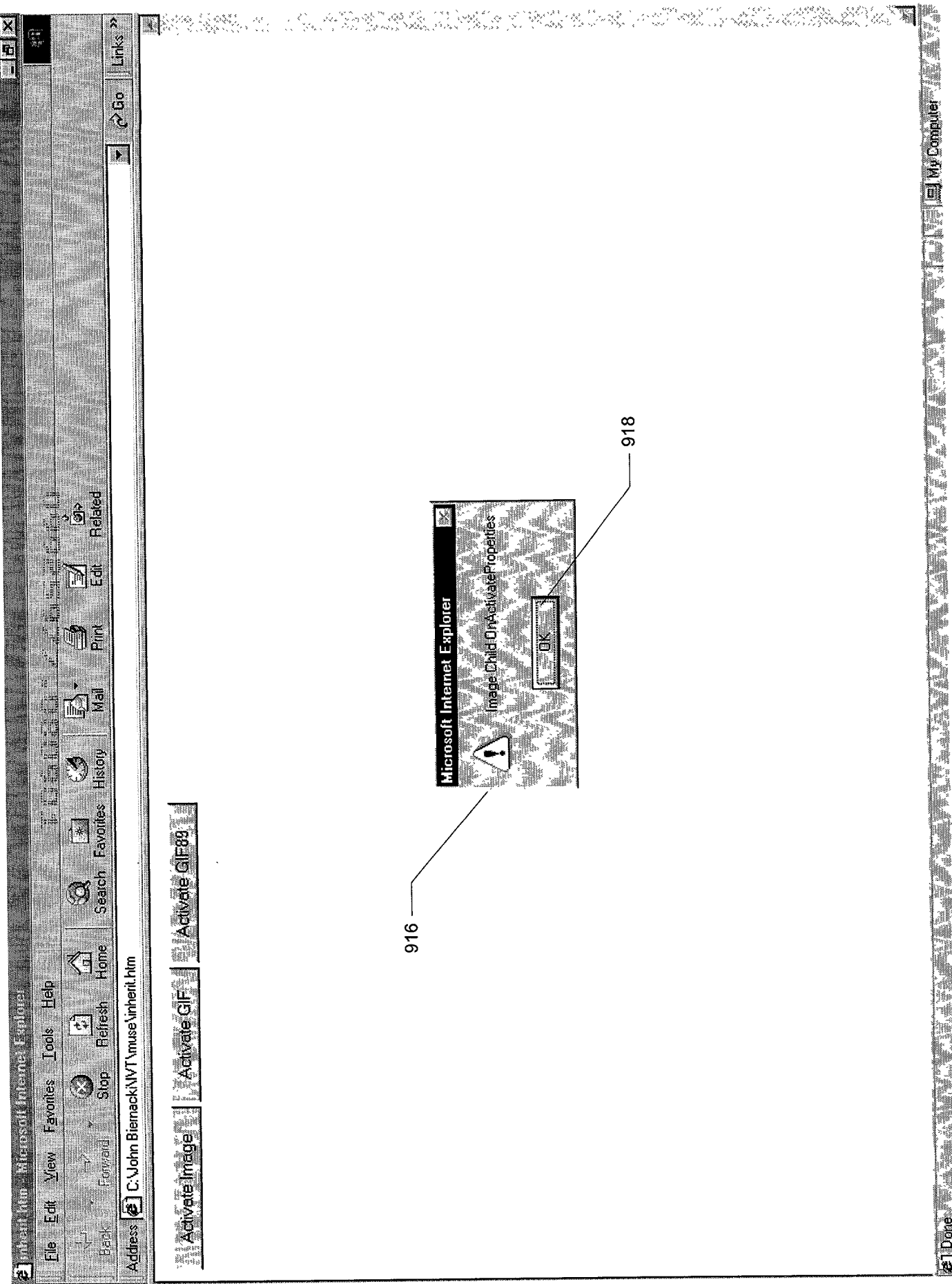


FIG. 16D

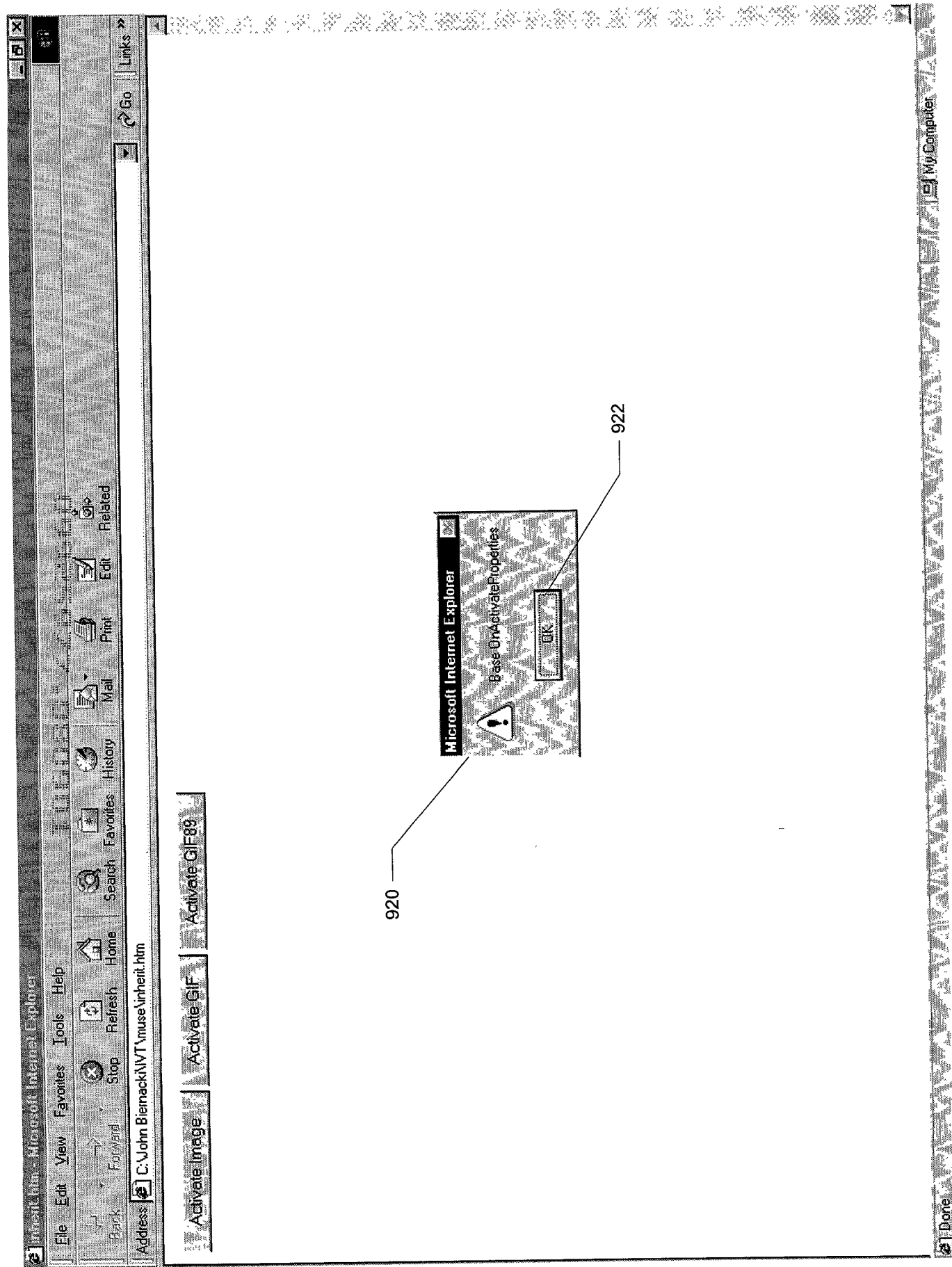


FIG. 16E

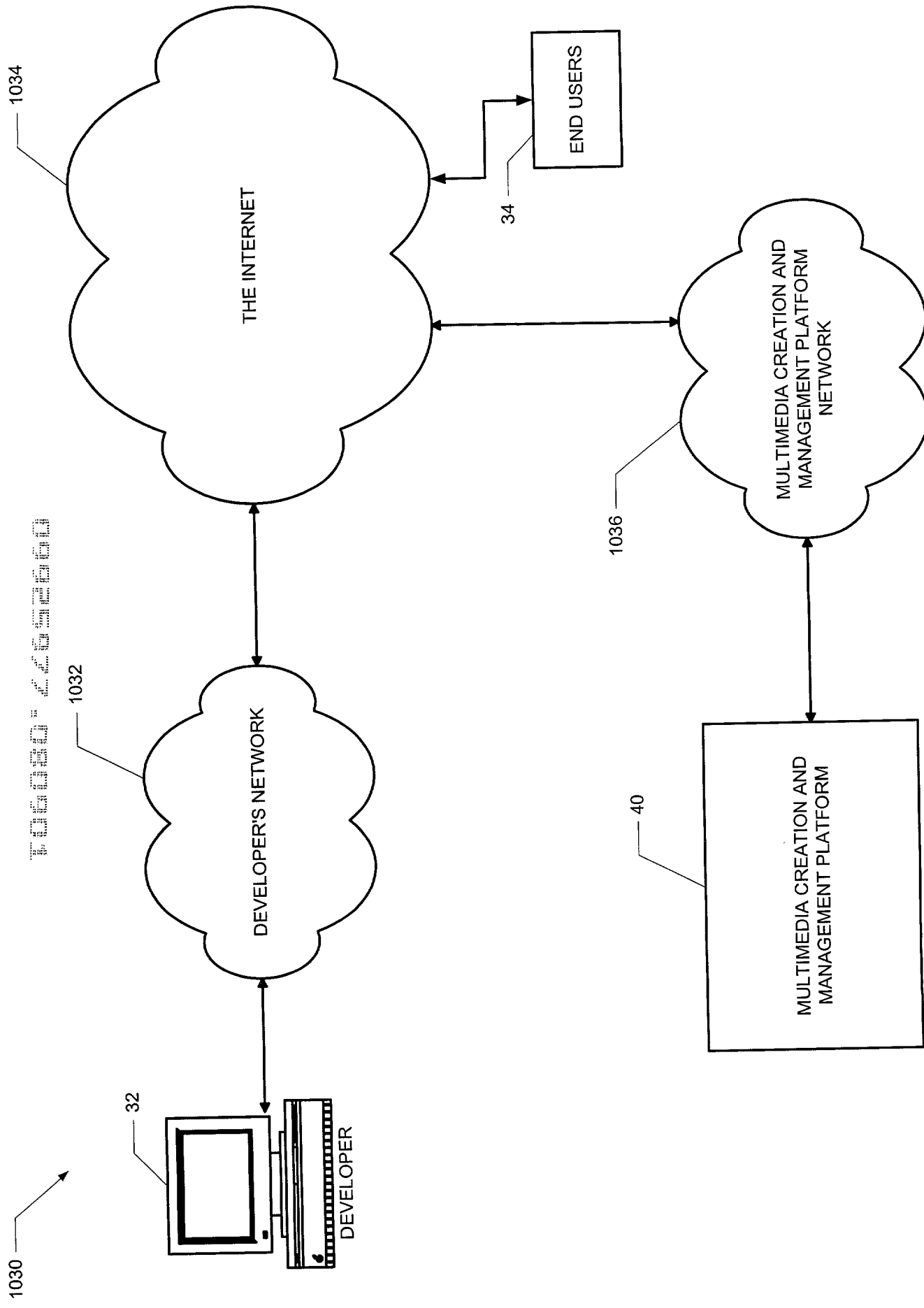


FIG. 17A

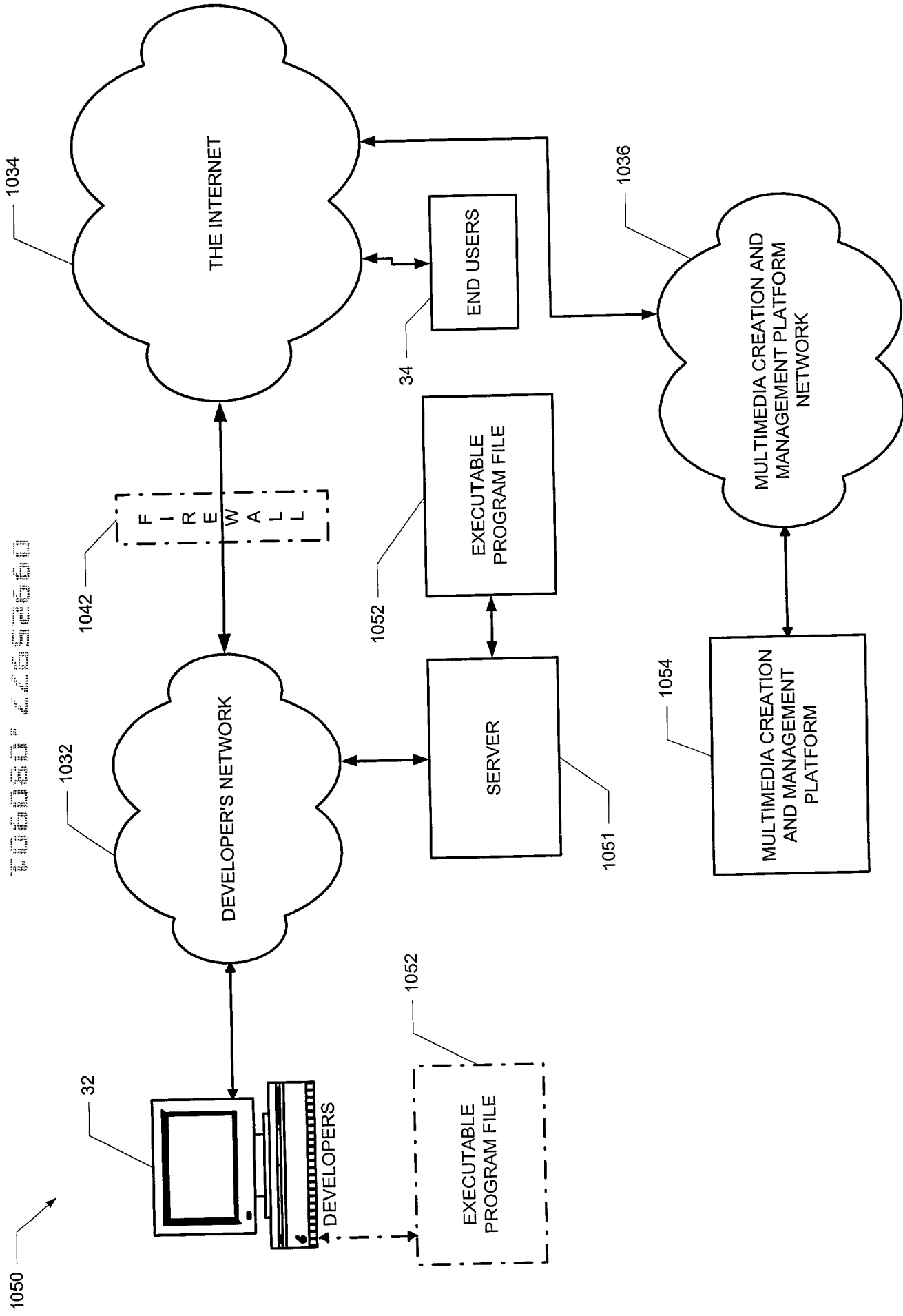


FIG. 17B